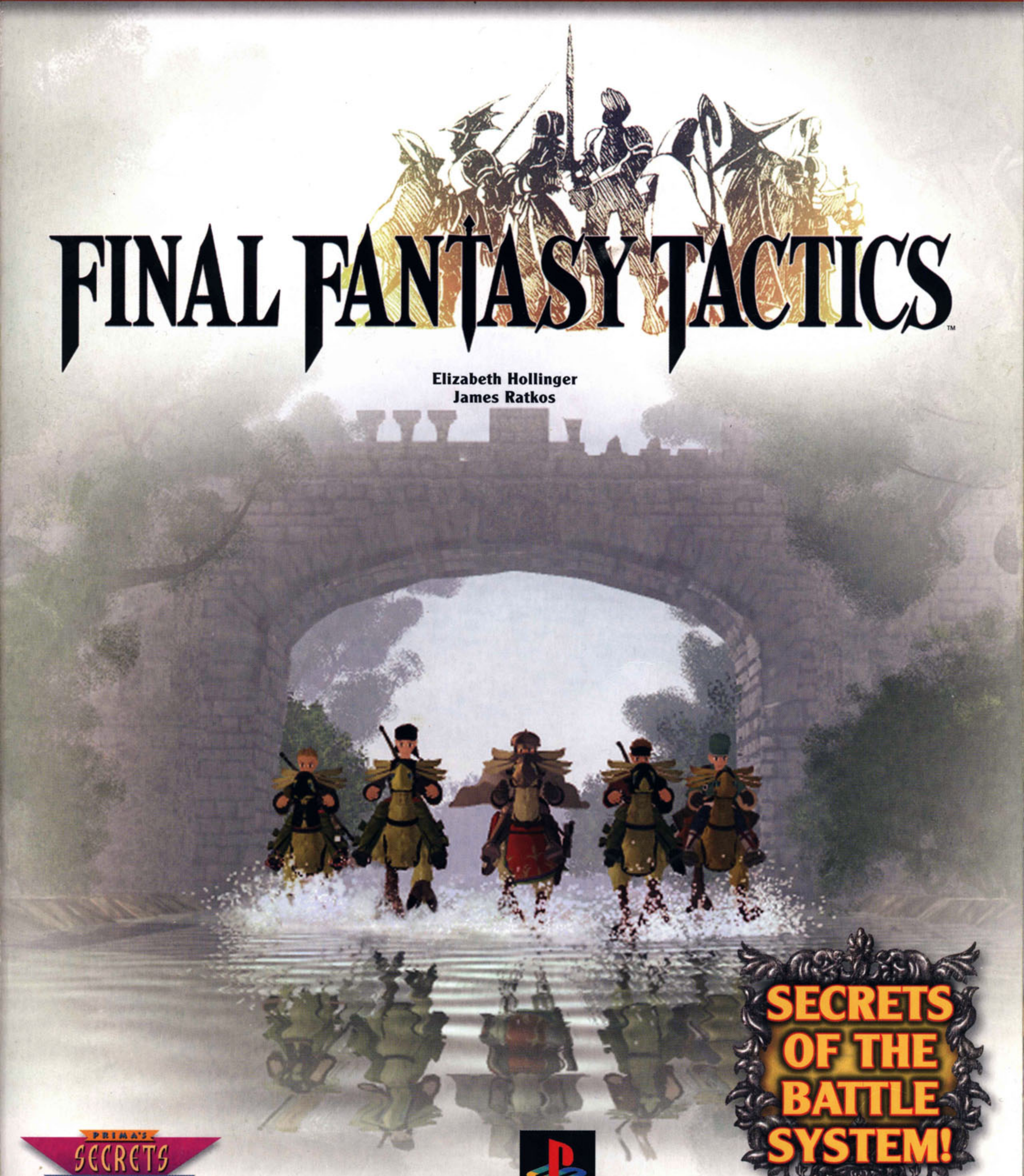
PRIMA'S OFFICIAL STRATEGY GUIDE

FINAL FANTASY TACTICS™

Elizabeth Hollinger
James Ratkos



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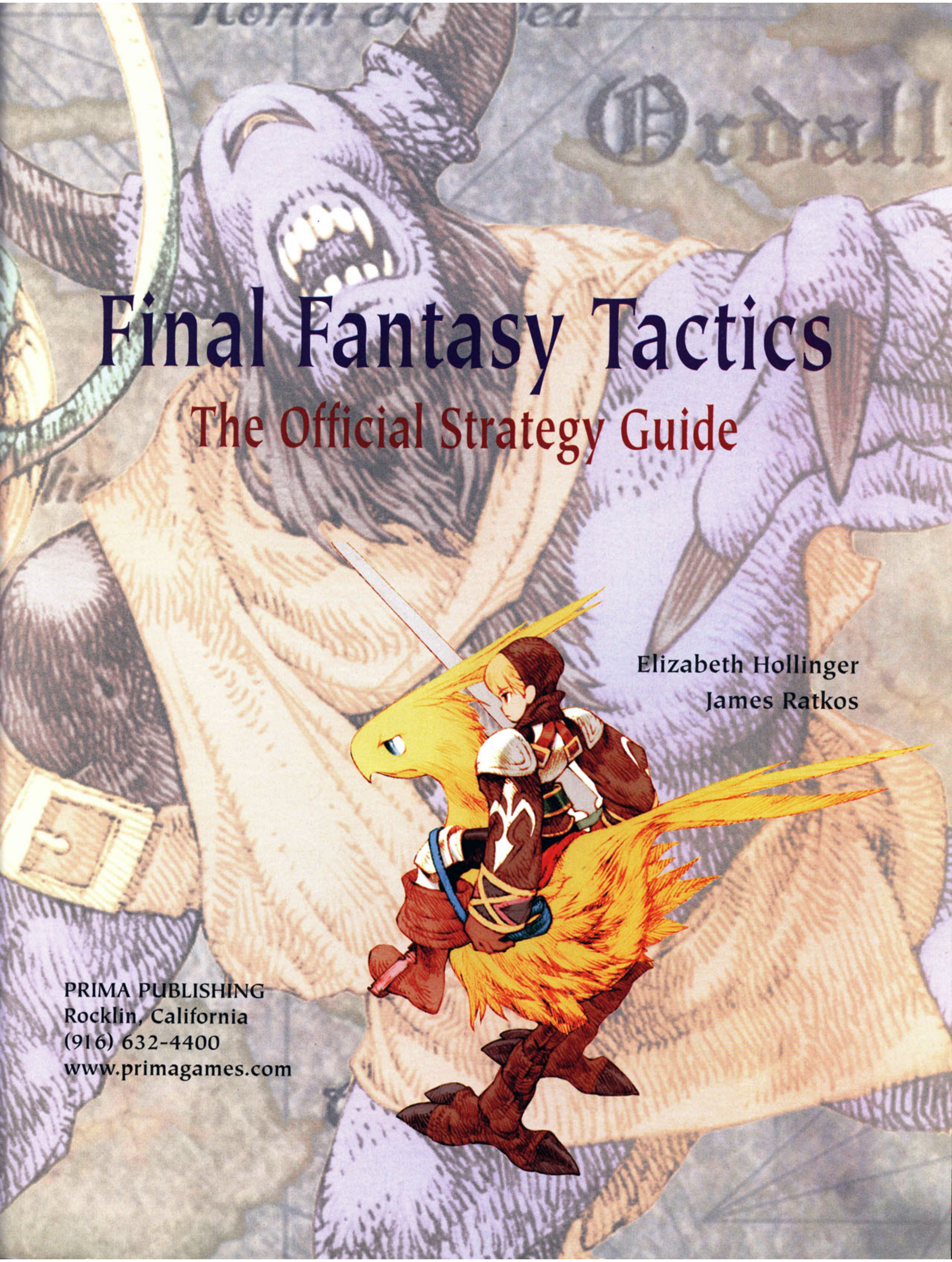

Final Fantasy Tactics

The Official Strategy Guide

Elizabeth Hollinger
James Ratkos

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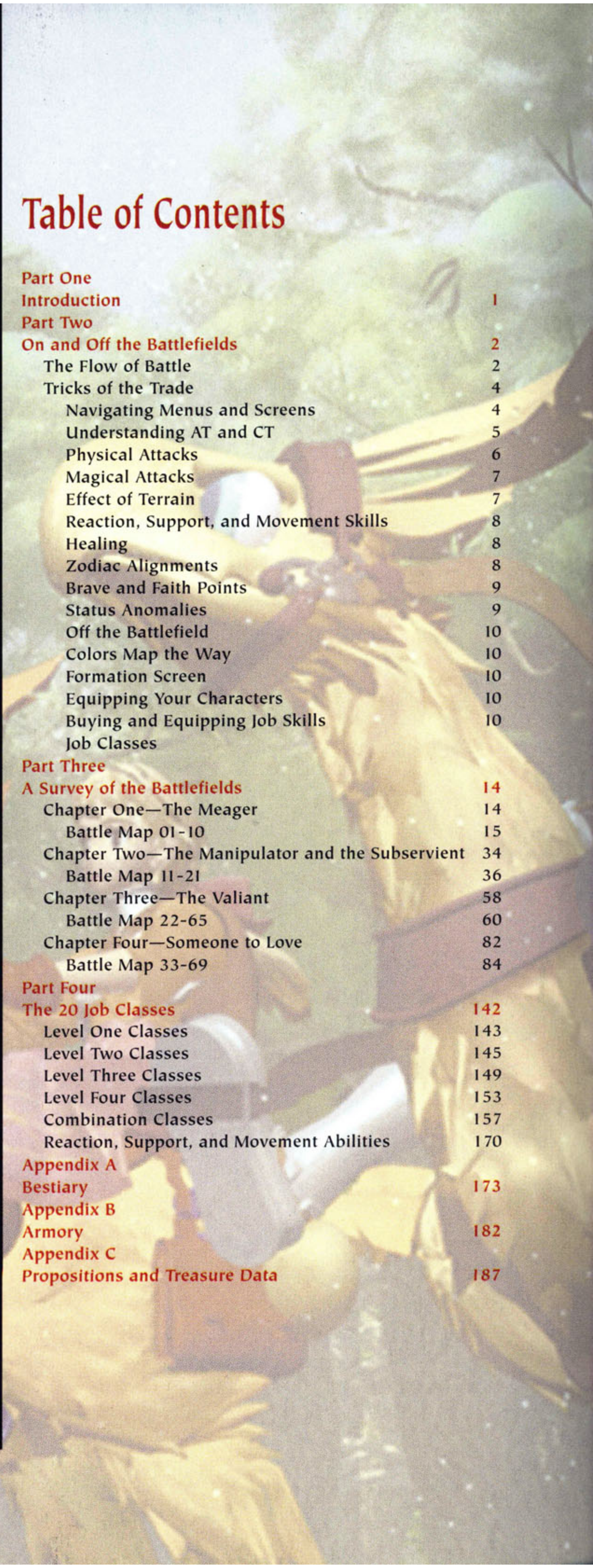

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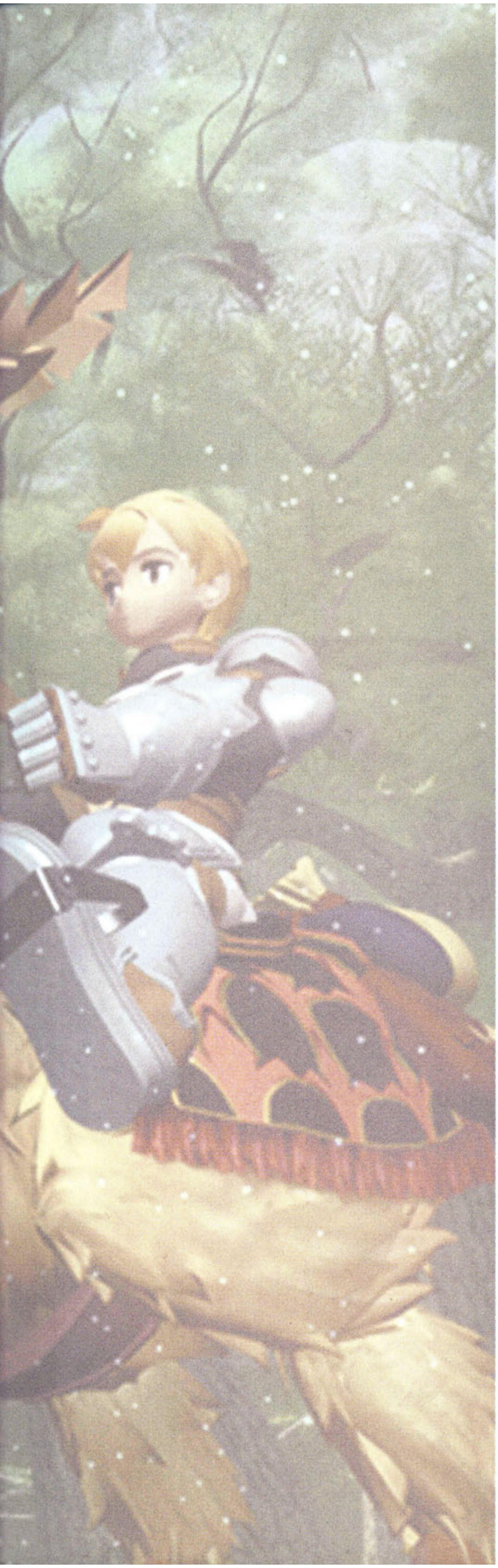


PART ONE

AN INTRODUCTION TO FINAL FANTASY TACTICS

In most RPGs, you spend most of the game traveling from location to location to uncover pieces of information, participating in minigames, and fighting boss battles that further the game's story line. Occasionally, your party is drawn into random battles as it moves between towns, but the real focus is on character interaction.

Final Fantasy Tactics, however, focuses on the game's tactical aspects. You still build up your characters and learn new skills and actions, but the real emphasis is on the battle strategies themselves.

The greatest distinction between this game and its Final Fantasy predecessors is the game's 3-D battle system. You wage the game's battles on isometric-view 3-D maps (as large as 16 x 16 tiles) where terrain, height, and other elements become factors in the battles. Even though the game is turn-based, you must plan your strategies carefully before you commit units to battle.

Some may consider these battlefields small, but with the added element of height, they don't feel particularly cramped. You can rotate the 3-D maps in 90-degree increments to survey the entire battlefield, see enemies lurking behind buildings, and locate obstacles. The two-level zoom feature lets you zoom out, the camera angle feature allows you to tilt the viewing angle, and there's a bird's-eye map view, as well.

In previous Final Fantasy games, the battle system incorporated the "Active Time Battle" (ATB) system. In *Final Fantasy Tactics*, Square has updated the ATB system to the "Charge Time Battle" (CTB) system. Each unit has a Charge Time (CT) meter that starts out empty and fills as time passes. When a unit's CT gauge reaches 100, the player can input a command for that unit to move, attack, cast a spell, and so on. Keep in mind that the enemy units have CT gauges, as well; both friendly and enemy characters can act, with their speed level determining sequence.

In the following sections, we'll explain the intricacies of the game's battle system (and how to make the best use of it), break down the more than 70 battle maps, and provide detailed information on each of the 20 Job Classes and NPCs, as well as a complete listing of all monsters, items, hidden treasures, and secret locations.

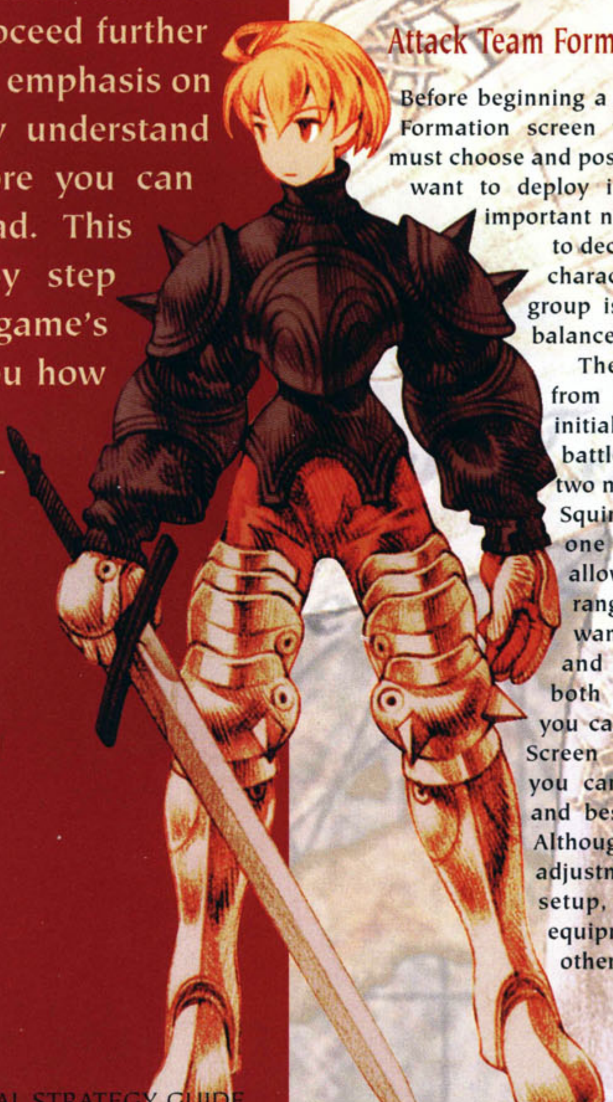
Welcome to the world of *Final Fantasy Tactics*!

PART TWO

On and Off the Battlefields

The Flow of Battle

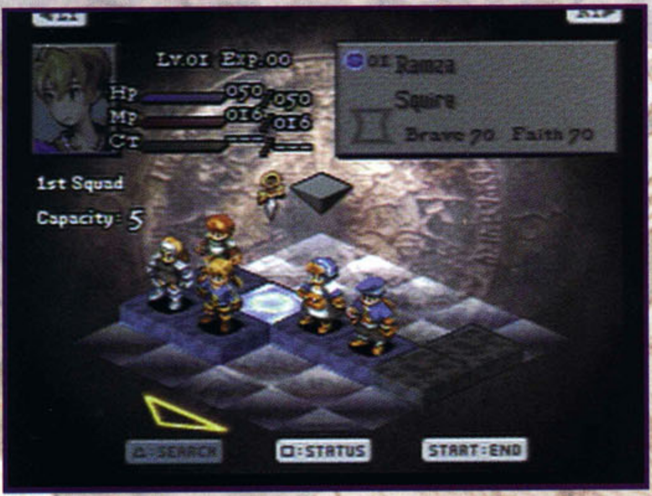
In a simulation/RPG such as *Final Fantasy Tactics*, you must complete each battle successfully before you can proceed further in the story line. The game's emphasis on battle requires you to fully understand how the game works before you can succeed in the tasks ahead. This section takes you step by step through the features of the game's battle system and shows you how to use the different parts together to take full advantage of this information.



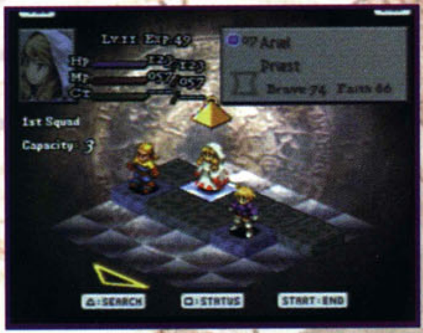
Attack Team Formation

Before beginning a battle, the Attack Team Formation screen will appear. Here you must choose and position the characters you want to deploy in the next battle. It's important not only to take the time to decide where to place your characters, but to ensure your group is comprised of a well-balanced force.

The pool of characters from which you can select initially, after the prologue battle, consists of Ramza, two male Squires, two female Squires, and one male and one female Chemist. To allow for the most diverse range of Job Classes, you'll want to select both a male and a female Squire and both Chemists. Make sure you call up each unit's Status Screen with the ■ button so you can choose the strongest and best-equipped characters. Although you can't make any adjustments to their current setup, you can view their equipment configurations and other vital statistics.

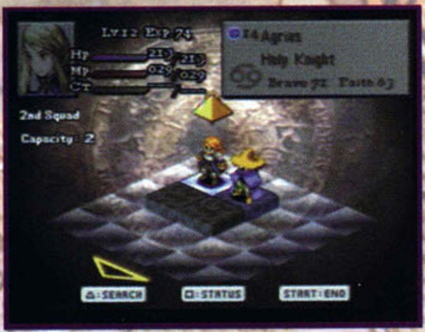

Lv.01 Exp.00
Hp 050/050
Mp 016/016
Ct
01 Ramza
Squire
Brave 70 Faith 70
1st Squad
Capacity 5
△:SEARCH
□:STATUS
START:END

Placement is important, but not as much as selecting the proper characters for each battle. The maximum number of Attack Team members is five. However, in some battles, that number reduces to four, and yet others force you to divide your group into two battalions of one to three characters. The left side of the screen displays the number of members each Attack Team may consist of. You can always choose to send less than the required number, but never more. In random battles you have the option of sending other characters into battle in Ramza's place.


Lv.11 Exp.49
Hp 123/123
Mp 057/057
Ct
07 Ariel
Priest
Brave 74 Faith 66
1st Squad
Capacity 3
△:SEARCH
□:STATUS
START:END

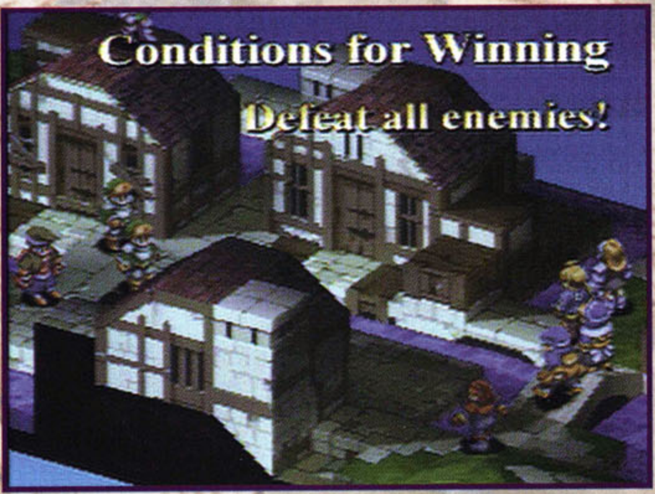
NOTE

In battles that force you to divide your troops, you can use the **X** button to switch between the first formation screen and the second to reorganize your units as you see fit. However, when switching characters from one screen to the other, you must first remove them from the screen they were originally placed on before moving them to the next.


Lv.12 Exp.74
Hp 219/219
Mp 029/029
Ct
14 Agrias
Holy Knight
Brave 72 Faith 63
2nd Squad
Capacity 2
△:SEARCH
□:STATUS
START:END

Winning Conditions

To complete a battle successfully, you must meet its objective. Winning Conditions fall into three categories: Defeat all enemies, defeat one enemy, or save one allied character. In the case of the latter two, the name of the character you must save or defeat will be shown and the character briefly highlighted. Failure to satisfy the battle's objective results in "Game Over," and you must reload and start the game from your last save spot. You can fail in two ways: If Ramza dies and isn't resurrected before his countdown runs out, or if a character you're supposed to protect dies. In the latter instance, you won't have the opportunity to revive this character; "Game Over" is declared at the moment of the death blow.


Conditions for Winning
Defeat all enemies!

A Checklist before Entering the Fray

Before sending your troops into battle, remember these things:

- Make sure you've equipped your characters properly with all the necessary armor, weapons, and other equipment. Visit the shops in towns often to make sure you have the most up-to-date equipment. Your enemies certainly will!
- After each battle or two, check to see how many JPs each character has accumulated, purchase new spells if you so desire, or change Job Classes. This maintenance needn't occur after every battle, but you'll want to keep close tabs on your characters' job development so you can pick up more powerful skills on schedule and change classes when you consider it necessary.
- If you've changed Job Classes recently, make sure your characters are equipped appropriately. Certain Job Classes restrict the use of certain types of weapons and armor, which can leave a character unarmed and/or without armor. This is especially crucial during the first few battles, when access to different equipment classes is more limited.
- When organizing your party, make sure the group you're sending into battle is strong in both offensive and defensive (restorative) skills. It's important to have at least one character in your party who can heal, cure, and revive. During the game's first two chapters you'll probably want to have two or three units with access to these abilities.
- *Save your game before and after each battle!!!* This prevents having to backtrack too far if you fail and safeguards you against those nasty acts of God (power outages and the like).

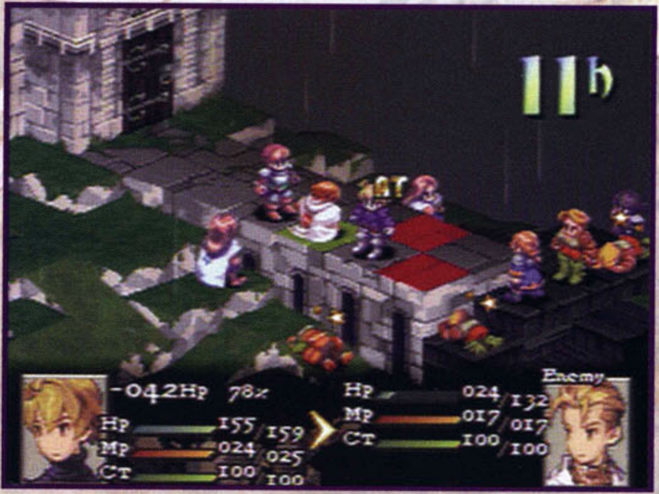
Attacking the Enemy

During battle, you can wage war both physically and magically. Each method has its pros and cons. Keep this in mind when training your units. Certain Job Classes excel in hand-to-hand combat and can withstand the pressures of the front line. Others need the protection of other units to better perform their long-ranged spells.

To perform most of the physically based attacks, your characters must close the distance between themselves and the enemy units. Most weapons have a one-panel attack radius requiring your character to stand next to the target unit. Although physical attacks tend to wield the greatest strength, they also put that member of your attack range at equal risk of attack. When choosing troops to fill your front ranks, look for those with HP totals as high as their attack strength.

Magical attacks, on the other hand, as well as Gun and Bow/Crossbow attacks, can be waged from afar. This allows you to keep your Priests, Wizards and other "at-risk" characters out of harm's way while still contributing to your army's success.

When attacking any enemy unit, take time to confirm the success ratio for that attack. Some foes are immune to certain types of attacks and spells; others are protected by armor or the items they have equipped. For the greatest chance of success, try to attack enemy units from the rear or side. The percentage of success is always lower when you attack an enemy head-on.



Winning and Losing

Once you've met a battle's objective, the screen shifts to the World Map view, allowing you to explore newly opened areas. As the story progresses, you'll find yourself revisiting areas to gain valuable information. If a battle's objective isn't met, the "Game Over" screen appears and you must restart from your last saved position.

Tricks of the Trade

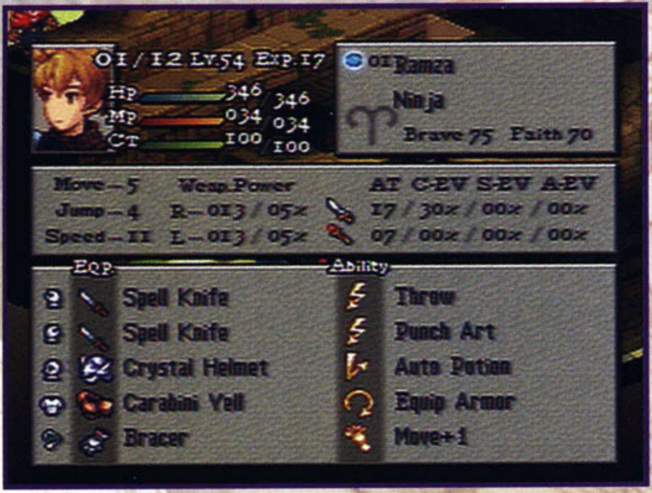
A game as complex as *Final Fantasy Tactics* affords you the chance to employ numerous battlefield strategies. Learning what to do and when to do it is part of the fun. There is no one way to win this game and you should explore as many strategies and techniques as you can. Developing your own style, instead of following someone else's, personalizes your gaming experience and makes the game more rewarding. To get you started, we've compiled some basic guidelines.

Navigating Menus and Screens

The programmers at Square have provided a great deal of information in the onscreen menus and lists that you can access during battle scenes. Knowing how and when to use this information can make the difference between winning or losing the battles!

You may access detailed information on a given character's status, equipment, and abilities at any time during the game. During the battles, the AT and Unit List screens allow you to see a character's sequence of moves and access status screen information for both allies and enemies.

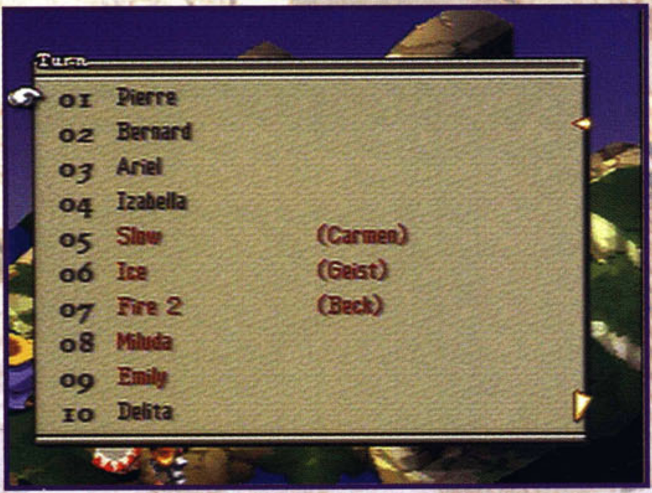
Status Screen


01 / 12 Lv.54 Exp.17
Hp 346 / 346
Mp 034 / 034
CT 100 / 100
01 Ramza
Ninja
Brave 75 Faith 70
Move – 5
Jump – 4
Speed – 11
Weap.Power
R – 013 / 05%
L – 013 / 05%
AT C-EV S-EV A-EV
17 / 30% / 00% / 00%
07 / 00% / 00% / 00%
EQP.
Spell Knife
Spell Knife
Crystal Helmet
Carabini Vell
Bracer
Ability
Throw
Punch Art
Auto Potion
Equip Armor
Move+1

On this screen, you can view the abilities and equipment a character possesses, as well as their Move, Jump, and Speed levels. Use this screen to survey which enemies pose an immediate threat and which have items worth pilfering (using the Thief's Steal ability set) or breaking (using the Knight's Battle Skill abilities).

You can also acquire detailed information on a particular equipped item or ability through the game's Online Help system. To access this information, press the **SELECT** button to bring up the finger pointer, and then move it to the area of interest using the directional buttons. Press the ● button to display information on that item.

AT (Active Turn) Screen



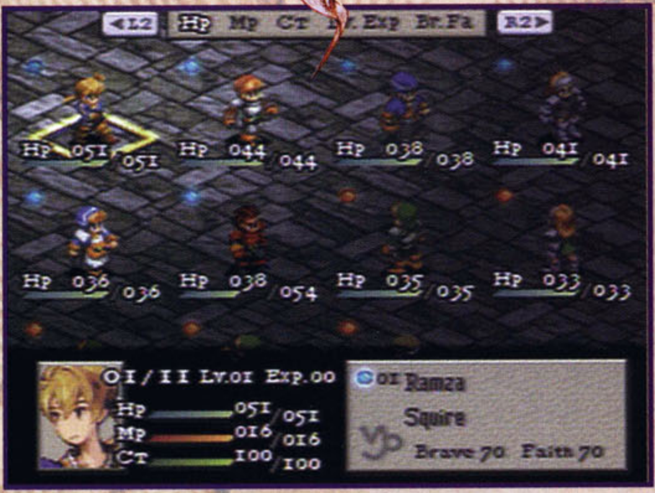
01 Pierre
02 Bernard
03 Ariel
04 Izabella
05 Slow (Carmen)
06 Ice (Geist)
07 Fire 2 (Beck)
08 Miluda
09 Emily
10 Delita

The AT List is the most important and informative screen during battle. Its purpose is two-fold: First, it allows you to see the order of all units' (allied and enemy) AT period, and learn when a magic spell or charged attack will be discharged. With spells and charged attacks, the name of the unit responsible for initiating the action displays in parentheses to the right. To differentiate sides, enemy units display in red type and allied units in black. Using this information, you can plan magic spells or charged attacks witknowing when the spell will be executed in relation to the targeted enemy's AT.

Second, you can use the AT List to locate a unit on the battlefield or learn where (or on whom) a magic spell or charged attack has been targeted. Use the ↑ ↓ directional buttons to select a unit or an attack and press the ● button. The battlefield will appear with the targeting cursor centered on the selected unit or highlighting the tiles targeted by the attack.

NOTE

When you view the Map screen from the AT List, you can't rotate, toggle the viewing angle, or zoom in or out.


L2
Hp Mp CT Lv Exp Br.Fa
R2
Hp 051 / 051
Hp 044 / 044
Hp 038 / 038
Hp 041 / 041
Hp 036 / 036
Hp 038 / 054
Hp 035 / 035
Hp 033 / 033
01 / 11 Lv.01 Exp.00
Hp 051 / 051
Mp 016 / 016
CT 100 / 100
01 Ramza
Squire
Brave 70 Faith 70

Unit List Screen

Accessing this screen allows the player to see the current status (HP, MP, CT, Level, and Brave/Faith points) of any allied or enemy unit (except the Zodiac bosses') on the battlefield. You can filter the information that displays using the **L2** and **R2** buttons. Using the Directional pad or the **L1**/**R1** buttons allows you to move through the onscreen characters to the one you need detailed information on. To open the Status screen for the selected character, press the ● button.

Understanding AT and CT

Before your units may attack the enemy, their turn must come around. This is where Active Turn and Charge Time come into play.

Active Turn (AT)

Once the unit's Charge Time (CT) reaches 100, its command turn comes around. This is called Active Turn (AT). It's possible to Move and perform an Act during each AT, although you needn't perform either if you don't want to.

If only an Act is performed during AT, that unit's CT starts at 20 instead of zero, and likewise if only the Move is performed. If both Move and Act are ignored (if just Wait is executed), that unit's CT initializes at 40.

Using only a portion of the character's available command actions, then, allows that character's AT to occur more quickly.

Charge Time (CT)

CT is the amount of time required for a spell or special attack to actually execute after you give the command. For example, an offensive Black Magic spell requires time between command input and spell execution. Generally speaking, the more powerful the spell, the longer the Charge Time. Of the Ice spells, the weakest, Ice, will take the least amount of time. Ice 2, Ice 3, and Ice 4 follow in ascending order of power and length of Charge Time. Therefore, a weak attack or spell will execute faster following the command.

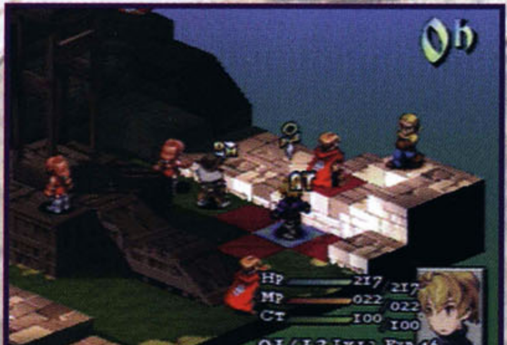
On the other hand, an attack or spell that requires a longer amount of Charge Time means that other characters could fill their CT gauges and be able to execute commands of their own. For example, if an enemy Wizard enters the command for a high-level spell such as Fire 3, it's possible to attack that character with quicker attacks and spells and take out the enemy before it can actually launch the devastating spell. Understanding how CT works is extremely important to ensuring victory.

Physical Attacks

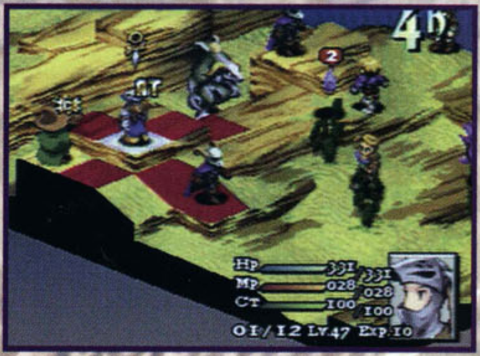
Most physical attacks require the attacking character to be positioned directly next to the enemy they wish to attack. Exceptions to this rule are attacks made with Spear and Stick-type weapons, which have an extended attack range of two panels in each of the four cardinal directions, and attacks made with Bows/Crossbows and Guns, whose range is circular and begins roughly three panels from its user (depending upon the weapon).

TIP

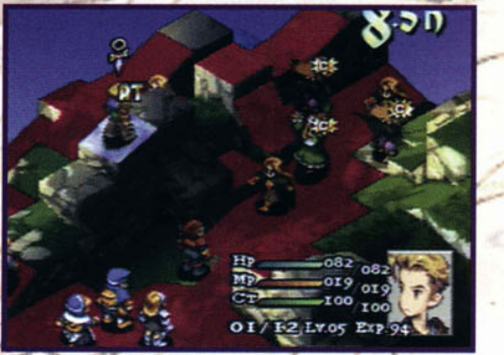
Even though the Archer can't target nearby enemies directly, he/she can still hit them by setting the targeting cursor on a panel that places the enemy between the Archer and the targeted panel.



MOST PHYSICAL ATTACKS FALL WITHIN THIS ONE-PANEL ATTACK RANGE.



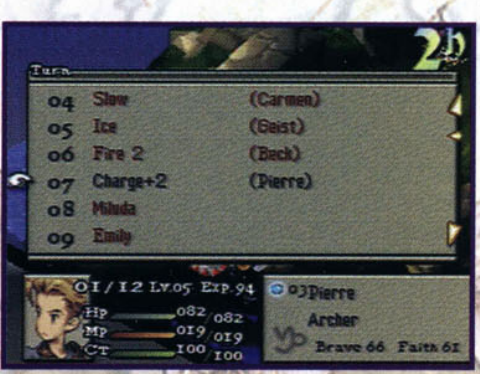
SPEAR AND STICK-TYPE WEAPONS ALLOW YOU TO ATTACK FROM A GREATER DISTANCE WHILE AVOIDING AN ENEMY'S COUNTERATTACK.



ARROW-BASED ATTACKS HAVE AN ATTACK RADIUS WELL BEYOND THAT OF OTHER PHYSICAL ATTACKS. HOWEVER, ENEMIES WITHIN TWO PANELS CAN'T BE TARGETED.

With the exception of charged attacks, physical attacks occur immediately after you enter the command.

Charged attacks work similarly to magic spells in requiring a period of time to accumulate strength before execution. To avoid giving your target the opportunity to slip away, check the positioning of the attack's execution in the sequence of unit AT turns before setting the attack: Press the ← or → directional button after highlighting the attack you want. This displays the AT List and shows when the attack will occur. Using this nifty feature is essential when setting magical attacks. (But we'll get to that in a minute!)



Turn
04 Slow (Carmen)
05 Ice (Geist)
06 Fire 2 (Beck)
07 Charge+2 (Pierre)
08 Miluda
09 Emily

01/12 Lv.05 Exp.94
HP 082/082
MP 019/019
CT 100/100
03 Pierre
Archer
Brave 66 Faith 61

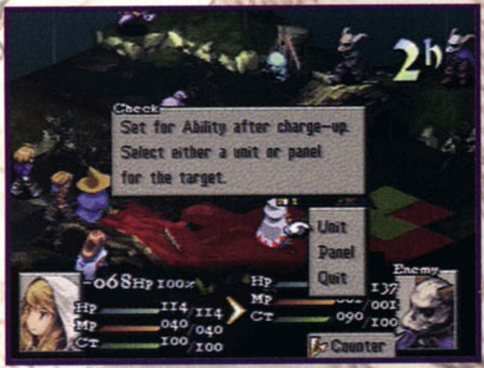
THIS PREVIEW AT WINDOW SHOWS WHEN PIERRE'S CHARGE + 2 ATTACK WILL DISCHARGE.

Certain attacks, such as the Lancer's Jump skill, provide the bonus of making that unit invulnerable to enemy attack until after his/her own attack is completed. Of course, this isn't without drawbacks. After a Jump attack command is entered, that unit also can't be targeted by allied units for beneficial spells, such as Cure or Haste. And Jump requires that you target a panel, not a unit. Because you can't determine when the jump will conclude, if the targeted unit moves from the targeted panel before the attack executes, the attack won't succeed.

Magical Attacks

Unlike physical attacks, most magic attacks require a set amount of Charge Time. The magical spells' effect radius of one to three panels, allowing them to affect multiple units with a single attack, offsets this time deficit. When selecting a spell to cast, the amount of MP required to cast it and the length of time that will pass before it executes displays to the right. Press the ➔ directional button prior to committing casting the spell to learn where in the AT List the attack will discharge.

Once you've determined which spell a character will cast, you must determine whether to target a specific unit or the panel they stand on (if there's a "live" unit present on the selected panel). This option gives you the flexibility of fixing the location where the effect will occur or allowing the effect's range to move with the targeted unit.


Check
Set for Ability after charge-up.
Select either a unit or panel for the target.

HERE A CURE 2 SPELL IS TARGETED DIRECTLY ON A SKELETON.

When targeting a unit, remember that if the spell requires a long charge period, the targeted unit may be able to act before the spell becomes active. If this occurs, it's possible he or she will move into the midst of your ranks; in that case, when the spell executes, it may affect your own units. *This is the most compelling argument for checking the AT List before you cast any attack that requires the passage of time before completion!* Ensuring a spell will actually harm its target before his or her AT turn is crucial to using the magical arts effectively.

TIP

Prior to casting a spell, take the time to compare its effect (that is, amount of damage) to other spells in your arsenal. You'll find that certain characters are more vulnerable to one form of magic than another.

Consider, too, the protection of your Magic Users. If the unit charging a spell dies before the action's complete, that spell will never come to pass.

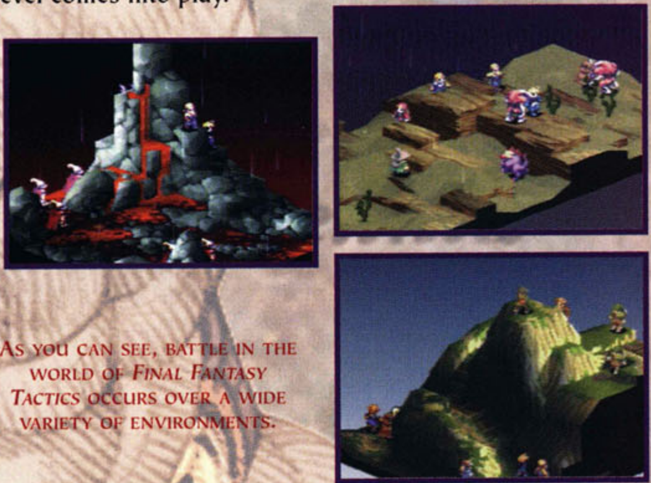
TIP

The time required for charged attacks decreases drastically after the first round of battle and then fluctuates throughout its course. If a spell's CT is prohibitively high during a battle's first round, wait an AT turn or two before trying to cast it.

Effect of Terrain

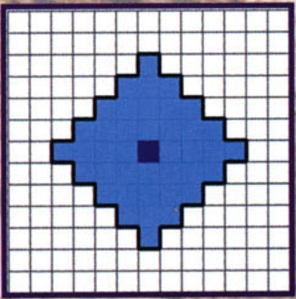
One element that stands out in *Final Fantasy Tactics* is the variety of terrain types in its battlefields. Battle map topography is very important with regard to both movement and attack.

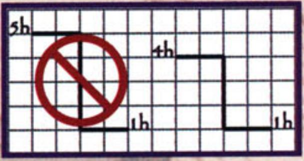
Each unit has an associated Move level. When the battlefield is relatively flat, this is the maximum number of tiles that they can move from their starting point. However, because most battlefields are *not* flat, the character's Jump level comes into play.



AS YOU CAN SEE, BATTLE IN THE WORLD OF *FINAL FANTASY TACTICS* OCCURS OVER A WIDE VARIETY OF ENVIRONMENTS.

A unit's Jump level indicates the greatest vertical distance he or she can travel from one panel to the next. For example, a unit with a Jump level of 3 can move from a panel with a height of 1 to an adjacent panel, as long as that panel's height doesn't exceed 4.





Terrain also plays a large part in determining the range of Crossbow, and, to a lesser extent, Bow attacks. Crossbow quarrels launch in a straight path. An obstacle lying between you and your target will greatly reduce the possibility of the attack succeeding, or prevent it altogether. Arrow attacks from Bows *arc* through the air, allowing the Archer a much broader range and higher success ratio against obscured opponents. Higher ground provides the perfect vantage point for both types of attacks, affording the greatest targetable area.

Finally, variations in landscape elevation affect physical and magic attacks that have vertical limitations. If the difference in height between the targeted panel (or the panel a targeted unit stands on) and the caster's location exceeds the vertical attribute of the attack, those panels won't be affected and the attack won't be allowed.

Reaction, Support, and Movement Skills

Reaction skills are designed to respond to enemy attacks. From guarding against an enemy's physical attack to restoring HP using potions to turning invisible after receiving damage, reaction abilities enhance the way a character counters enemy attacks.

Support and Movement abilities enhance a character's status by expanding his or her capabilities for power, attack range, accuracy, movement, and speed. Support skills also allow a character to equip items or use intrinsic skills outside of his or her Job Class. Employed wisely, these skills can augment weak characters and endow strong ones with superhuman abilities.

Healing

Keeping your troops alive is your number one priority. Should a character fall in battle and his or her life counter expire, a crystal or treasure chest remains on the battlefield. Once this happens, you lose that character for the duration of the game. If this happens to Ramza, the game ends and you must replay the battle. For this reason, you must position your characters with restorative abilities so they can heal those who fall prey to enemy troops, as well as support the rest of the team offensively.

Healing a character can occur via Ramza's Wish ability, which transfers HP from the caster to the target character; Cure spells, which affect multiple characters at once; and the Potion items thrown by a Chemist.

POTIONS ALLOW CHEMISTS TO REVIVE WOUNDED COMPATRIOTS.

"WISH" ALLOWS A CHARACTER TO TRANSFER A PORTION OF HIS OR HER HP TO ANOTHER CHARACTER. THE RECIPIENT RECEIVES TWICE THE HP VALUE THE GIVER LOSES.

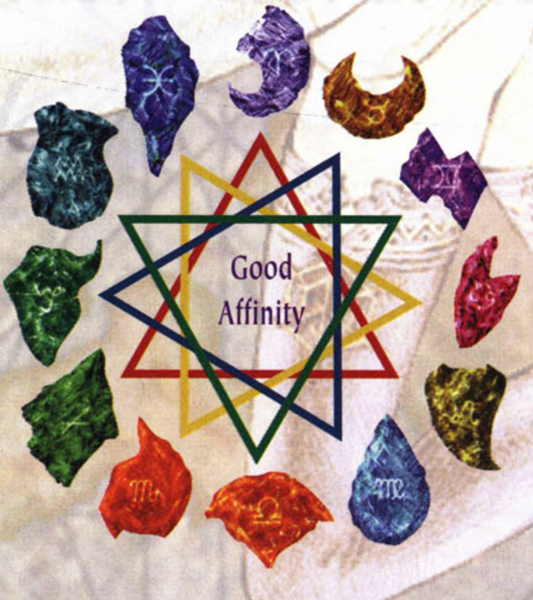
Zodiac Alignments

In the world of *Final Fantasy Tactics*, every unit takes guardianship of one of the 12 signs of the Zodiac. These "guardian constellations" greatly influence a character's affinity with companion units. If a character attacks a unit with "good affinity," he or she can inflict greater than normal damage. If the target's Zodiac has "bad affinity" to the attacking character, less-than-normal damage is inflicted. Affinity within your own party is equally important. When selecting characters to deploy in battle, try to select a team where "good affinity" exists among all members. During battle, you can check your astrological affinity by calling up the Help screen for that unit's Zodiac sign on the Status screen.

Zodiac Alignments with Good Affinity

The affinities of Zodiac alignments are determined by their positions relative to each other when all the Zodiac signs are placed, in order, in a circle. The Zodiac signs that share good affinity are those that form an equilateral triangle (one with three 120-degree angles). A character can inflict greater damage on an enemy with a Zodiac alignment with good affinity than on a character with neutral affinity.

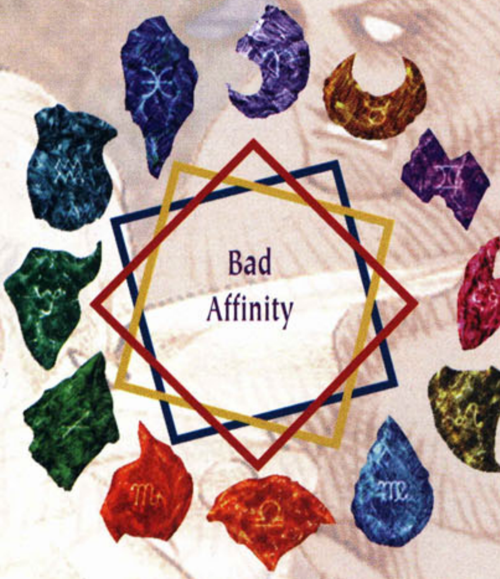
Affinity is at its greatest when the Zodiac signs are opposites (those with a 180-degree aspect to one another) and the characters are of the opposite sex.



Zodiac Alignments with Bad Affinity

Zodiac signs that have bad affinity are those with 90-degree aspects (any four Zodiac signs that form a square) to each other. A character will inflict less damage on an enemy with a Zodiac alignment that has bad affinity than on a character with neutral affinity.

Zodiac signs with 180-degree aspects for characters of the same sex have the worst affinity.



Brave and Faith Points

The number of Brave and Faith points your character possesses also plays a large role in how effective your character is on the battlefield. Brave points affect how powerfully your character can attack; Faith points affect the character's affinity with the magical arts (both giving and receiving!).

Brave Points

This parameter displays the relative bravery of a character. When it's high, specific types of attacks become more powerful and/or more accurate. However, when it's low, the character may become fearful, abandon battle, and hide in the corners of the battlefield. If it falls below 10, the character will turn into a chicken. Although unit gains a Brave point for each turn they survive, if the unit hasn't changed back to human form before the battle ends, you'll lose their services forever.

You can raise or lower Brave points during the course of a battle using certain magic spells or abilities. Although raising a character's Brave points has obvious benefits in the attack realm, lowering them seems to make a character more able to find rare items using the Move-Find Item skill. Regardless, after each battle, a unit's Brave points are reset and reflect only a fraction of the enhancements acquired during battle. Beware of lowering a unit's Brave too much; with a score of five, there's a chance that he or she may possibly leave your party.

Faith Points

This parameter reflects how much faith a character has in matters of religion and the supernatural. A character with high Faith points has better affinity with magic than those with lower levels. This is good when casting a spell or receiving a defensive one, because it increases the spell's effect. However, units with a greater affinity for magic also take more damage on the receiving end of an offensive spell. As with Brave points, you can alter this parameter during the course of a battle using certain magic spells or abilities, and reaching a 95-point level may possibly cause the character to leave the party.

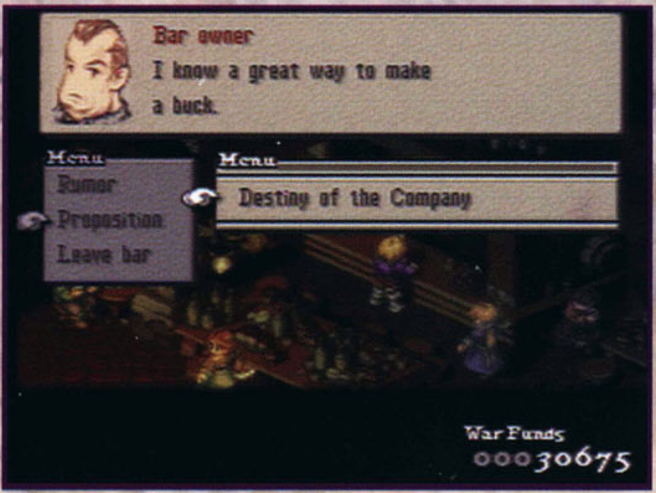
Status Anomalies

Units who've suffered certain spells or attacks from certain weapons can end up suffering from various status anomalies. While afflicted with these abnormalities, the unit may or may not return to normal with the passage of time. Recovery differs for each condition, as the following table illustrates.

Negative Status Anomalies

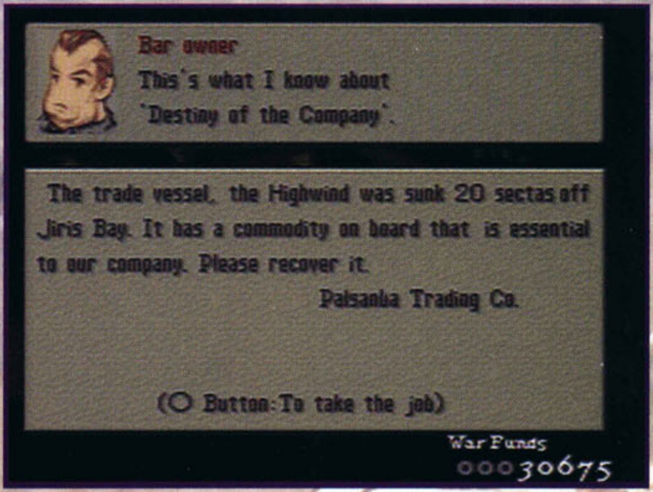
Anomaly	Description/Recovery Method
Poison	**Slowly lowers the unit's HP. Cured by Antidote and Remedy or through magic.**
Sleep	**Can't move or perform an action due to state of sleep. Cured by Remedy, magic, or sustaining an attack.**
Silence	**Can't use magic. Cured by Echo Grass and Remedy or by magic.**
Darkness	**Proportion of successful hits when you attack drops. Cured by Eye Drop, Remedy, or magic.**
Confusion	**Causes unit to act randomly, including attacks, spells, and use of items. Cured by Remedy, magic, or sustaining an attack.**
Charm	**Attack allied units. Cured when you sustain an attack.**
Berserk	**Continue attacking the closest units, without taking any command inputs. Cured by magic.**
Death Sentence	**Character dies over a period of three turns. Incurable.**
Don't Move	**Can't move (Act and Wait are still possible). Cured by magic.**
Don't Act	**Can't act (Move and Wait are still possible). Cured by magic.**
Petrify	**Character is turned into stone. Cured by Soft, Remedy, or magic. It's "Game Over" if all of the allied units are turned to stone.**
Oil	**You become covered in oil and thus vulnerable to Fire attacks. Cured by Remedy or when you sustain a Fire-based attack.**
Toad	**You can only fight or use the Toad Black Magic spell. Cured by Maiden's Kiss, Remedy, or magic.**
Chicken	**Character becomes a chicken and can't participate in battle. Cured by magic. If the battle ends while the unit is in this state, there is the chance that he or she may possibly leave your party.**
Undead	**Character sustains damage from items/spells that restore HP. Cured by Holy Water.**
Cannot Fight	**Occurs when HP reaches zero. Use Phoenix Down or magic to recover.**

Propositions



Bar owner
I know a great way to make
a buck.

If the barkeep knows of any available propositions, they will show up here.



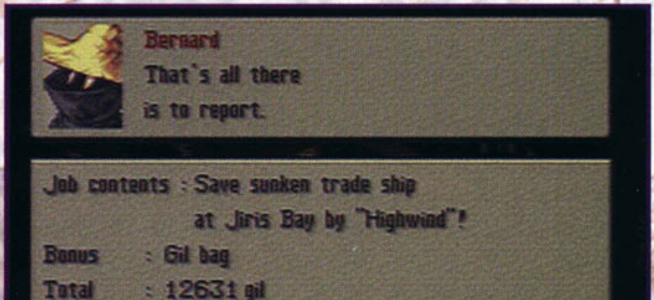
Bar owner
This's what I know about
'Destiny of the Company'.

The trade vessel, the Highwind was sunk 20 sectas off Jiris Bay. It has a commodity on board that is essential to our company. Please recover it.
Palsanba Trading Co.

(O Button:To take the job)

After you select one, the barkeep will tell you what he knows regarding the task.

The bars in the towns and cities allow characters seeking fame and fortune a means of gaining extra experience and Gil. Accepting a proposition consists of paying an up-front fee for information from the barkeep and then sending a portion of your group on a mission. For each mission, you can send up to three units for a set period of time (as long as it's not Ramza or any guest characters that have joined your party). The characters are missing from your group during this time and you can't use them in battles.



Bernard
That's all there
is to report.

Job contents : Save sunken trade ship
at Jiris Bay by "Highwind"!
Bonus : Gil bag
Total : 12631 gil
Job Point : Pierre 105
Ariel 123
Bernard 113

Successful propositions can yield great rewards!

After the specified time has passed, returning to that bar allows you to retrieve your characters and get a report on their accomplishments. The rewards for successfully completing a quest are JP, treasures, unexplored lands, and reward money.

NOTE

See the appendices for details about each of the game's propositions.

TIP

The safest way to accumulate JP through propositions are where two town locations are directly next to one another on the map. This allows you to move back and forth between the two towns to pass the time (one day for each move) while avoiding possible random location battles.

Certain propositions have "unspoken" job requirements. If you send off characters unskilled in the occupations the task requires, it can result in lower JPs, less reward money, or failure. For example, one proposition, "Master Math," calls for a member of your troop to act as a Math Tutor. Failure, or at least reduced JPs, is guaranteed if you don't send the one class that specializes in Math, the Calculator.

CAUTION

Don't lose track of when and where you send characters on propositions. The longer it takes you to retrieve them after a quest is completed, the higher the probability of failure for that quest.

If you need any of the characters you've sent on a proposition, you can call off the mission by selecting the "Call Back" option from within the bar.

PART THREE

A SURVEY OF THE BATTLEFIELDS

CHAPTER ONE

THE MEAGER

All the action in Chapter One, which explains the friendship of our heroes, Ramza and Delita, and the reasons for their eventual separation, takes place the year before the events of the prologue. Ramza's recognition of Princess Ovelia's kidnapper as the very friend he thought he'd lost long ago sparks this fit of nostalgia.

Prologue: Orbonne Monastery

This battle, during which you control only Ramza, depicts the kidnapping of the Princess Ovelia by a soldier who bears a striking resemblance to Delita Hyral. This is Battle 1.

Mission One: Defending Igros Castle

Chapter One's first mission sends Ramza, Delita, and their army of Hokuten cadets rushing to defend Igros Castle from the Death Corps, a group of disenfranchised soldiers from the 50-Year War. Along the way they save a young guard named Algus, protector of a Marquis Elmdor, whose embassy was ambushed on its way to Igros Castle.

1. Magic City Gariland
   Battle 2: Magic City Gariland
   Events: Delita joins party as a Guest Member!
2. Mandalia Plains
   Battle 3: Mandalia Plains
   Events: Choosing option #2 before committing to battle raises your Brave points! Algus joins party as a Guest Member!
3. Igros Castle

Mission Two: Saving Marquis Elmdor

Although Ramza's brothers commanded him to guard Igros Castle, Ramza joins Algus on his quest to rescue his lord, Marquis Elmdor.

1. Igros Castle
2. Sweegy Woods
   Battle 4: Sweegy Woods
3. Dorter Trade City
   Battle 5: The Slums of Dorter
4. Zeklaus Desert
   Battle 6: The Cellar of the Sand Mouse
5. Igros Castle

Mission Three

Alternately chastised by his brothers for disobeying orders and praised for his mission's success, Ramza and his army are then sent to take care of the thieves responsible for Elmdor's kidnapping.

1. Igros Castle
2. Thieves' Fort
   Battle 7: Thieves' Fort
3. Igros Castle
   Event: Algus leaves party.
4. Lenalia Plateau
   Battle 8: Lenalia Plateau
5. Fovoham Plains
   Battle 9: Windmill Shed
6. Fort Zeakden
   Battle 10: Fort Zeakden

BATTLE MAP 01

ORBONNE MONASTERY

Objective: Defeat all enemies!

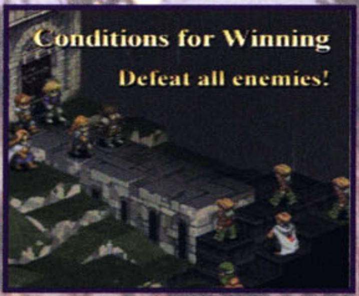
Enemy Units: Lezales (Knight), Archer x3, Chemist x1

Difficulty Level: 1/5

Recommended Experience Level: N/A

Treasure Data: None

In this first battle, you control only Ramza. The computer controls all other characters, both ally and enemy. Commanding only one character lets you focus while not overwhelming you with the fine points of using the game's battle system.

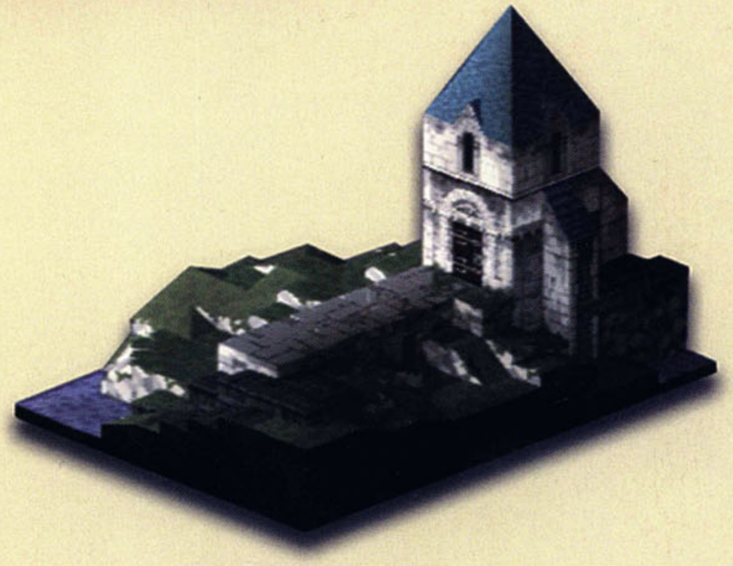


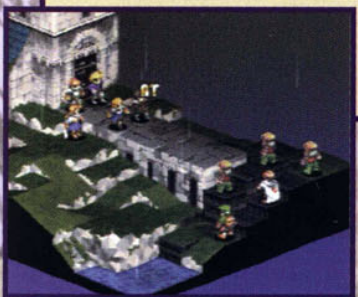
Conditions for Winning

Defeat all enemies!

Don't worry about making wrong moves during this battle. If Ramza's HPs fall below zero, he will merely fall unconscious and be unable to act as the rest of the battle plays out.

Use this battle not only to experiment with how movements and actions function, but also to learn how to use tools such as the AT and Unit lists.





BATTLE MAP 02
MAGIC CITY GARILAND

Objective: Defeat all enemies!

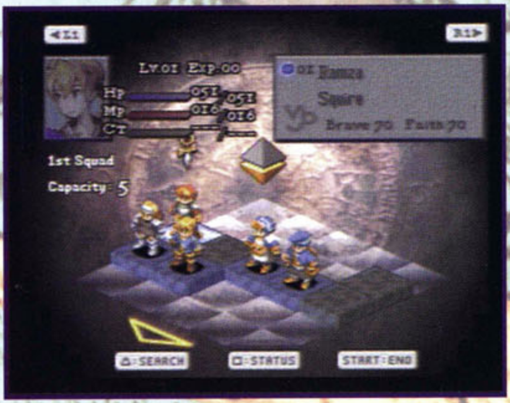
Enemy Units: Squires x 4, Chemist x 1

Difficulty Level: 1/5

Recommended Experience Level: 1

Treasure Data: None

Suggested Attack Team Composition and Formation:



Lv.01 Exp.00

Hp 051 051

Mp 016 016

01 Ramza

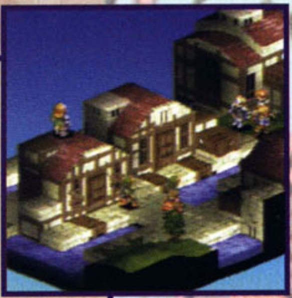
Squire

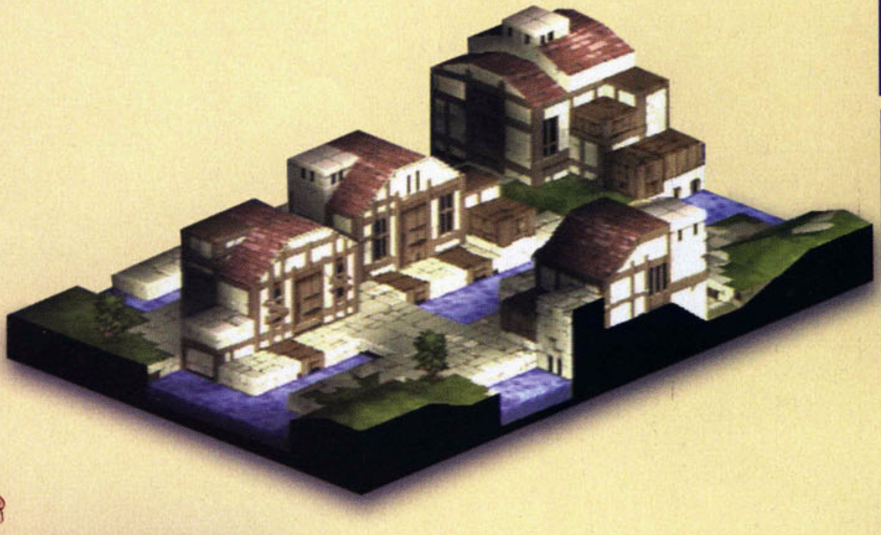
Brave 70 Faith 70

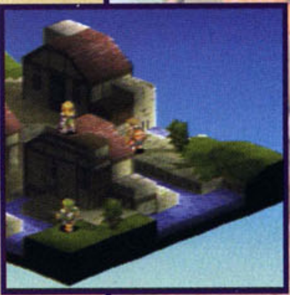
1st Squad

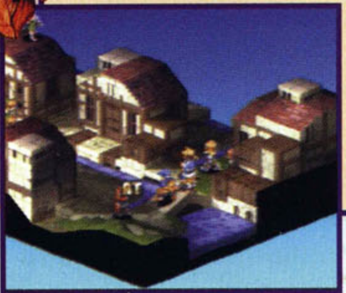
Capacity: 5

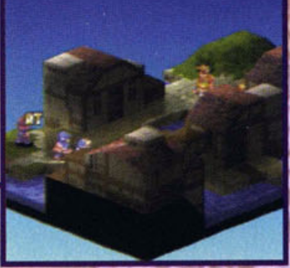
Of the five enemies present on the battlefield, two represent a more immediate danger—the Squire, who leads the gang of Brigands, and the Chemist. Eliminating them should be your primary concern; this becomes obvious with a quick look at the Unit List menu.



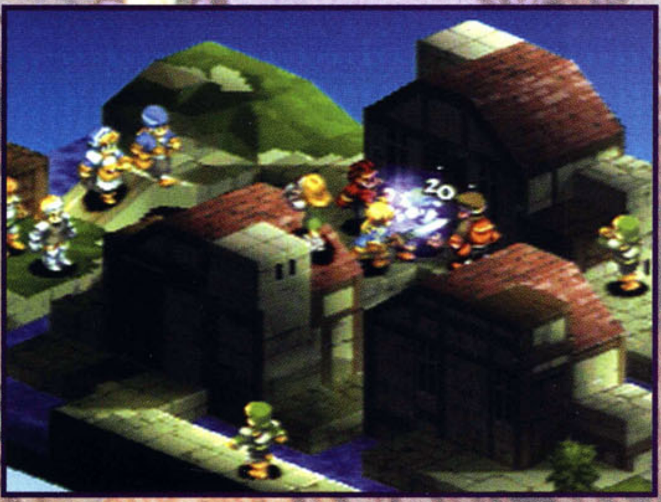






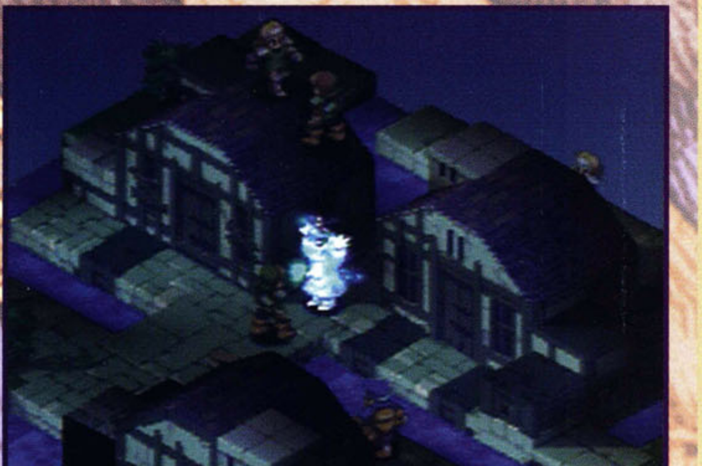


The Squire leading the Brigands carries a Broad Sword, which inflicts more damage than the daggers the others are wielding. Removing him from the battle early reduces the damage your party members may incur.

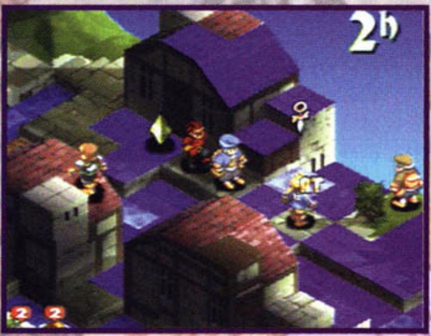


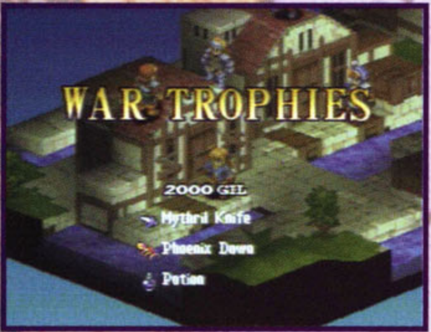
Eliminating the Chemist, whose abilities include Potion (heal) and possibly Phoenix Down (revive), keeps him from aiding his fallen or injured comrades. The other, less apparent, bonus is that retiring him early gives you a chance to acquire the Phoenix Down ability from the crystal that appears four rounds after his demise.

Don't be afraid to go slowly. It's more important for you to complete the battle with all your characters alive than to finish it in record time. Because your characters start with a range of 30 to 40 HPs, keep a Chemist close by to keep them healthy. In this battle, you can't resurrect a character who's "unable to fight," so once their counter is up, they're lost forever. If this happens to Ramza, it's *Game Over*.



Delita, a Guest character, will fight on your side, but not under your control. When a Guest character dies on the battlefield and you can't revive him/her, his/her services are lost only until the next battle.





After you eliminate the head Squire and the Chemist, the remaining Squires should pose no problem provided you heal your party members who take damage.

TIP

Check Point!

After you complete this battle, the Magic City Gariland becomes a safe haven for purchasing goods and recruiting soldiers. Although recruiting extra manpower may not be important right now, buying armor and weapon upgrades certainly is. Gariland's shop deals in light armor (clothes) and the lighter, more basic weapons appropriate for Squires, Chemists, and even Mages. Keep in mind that armor (both body and head) plays a significant role in raising your characters' HPs and MPs, so upgrading whenever possible is crucial during the first part of the game. And be aware of the correlation in the game's first three chapters between opening up new cities and acquiring new armor, weapons, and accessories. Whenever a battle point becomes a city point, checking out the shop should be a top priority (after saving, of course!).

At this point you also will want to check out the Formation screen and see what new abilities or Job Classes are available to your characters. If your Chemists managed to go up a level during the Gariland battle, then they should have access to the first Mage classes—Priest and Wizard—and be able to buy the Chemist action ability Phoenix Down. Phoenix Down allows your Chemist to revive comrades who fall in battle. This is an important skill in the game's early stages. Make sure several of your characters, if not all of them, have access to it.

Any Squires who reach level two in that class will have access to Knight and Archer classes. One warning though: Knights can't wear light armor and Archers can use only Bows and Crossbows. Because Gariland's shop can't meet their weapon and armor needs, hold off on switching to those classes until after you reach Igros.

Good secondary action abilities for this stage of the game include Item (so your troops can use potions to heal themselves), Black Magic, and White Magic (if available).

BATTLE MAP 03

MANDALIA PLAINS

Objective:
Defeat all enemies *or* Save Algus!

Enemy Units: Squires x 4, Thief x 1, Red Panther x 1

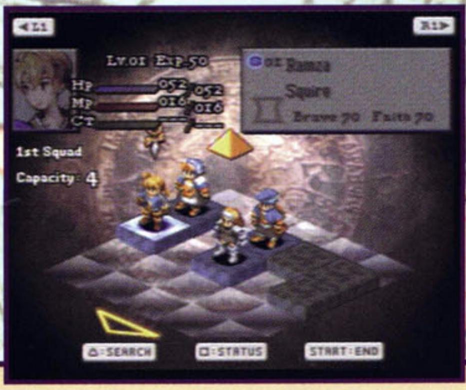
Difficulty Level: 1/5
Recommended Experience Level: 2
Treasure Data:
X:0 Y:0—Dagger or Potion
X:4 Y:4—Broad Sword or Hi-Potion
X:4 Y:12—Rod or Antidote
X:8 Y:6—Oak Staff or Eye Drop

NOTE

To find the treasures hidden on each map, a character equipped with the Chemist Movement ability Move-Find Item must end their move on the provided coordinates. Luck alone determines which item he or she receives. Also, the panel where an item is found becomes a trap location.

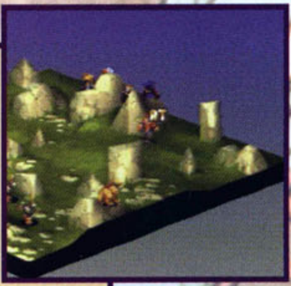
NOTE

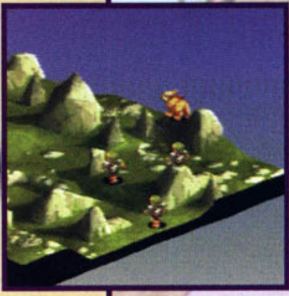
This battlefield's objective is determined by which one of the two actions you choose.

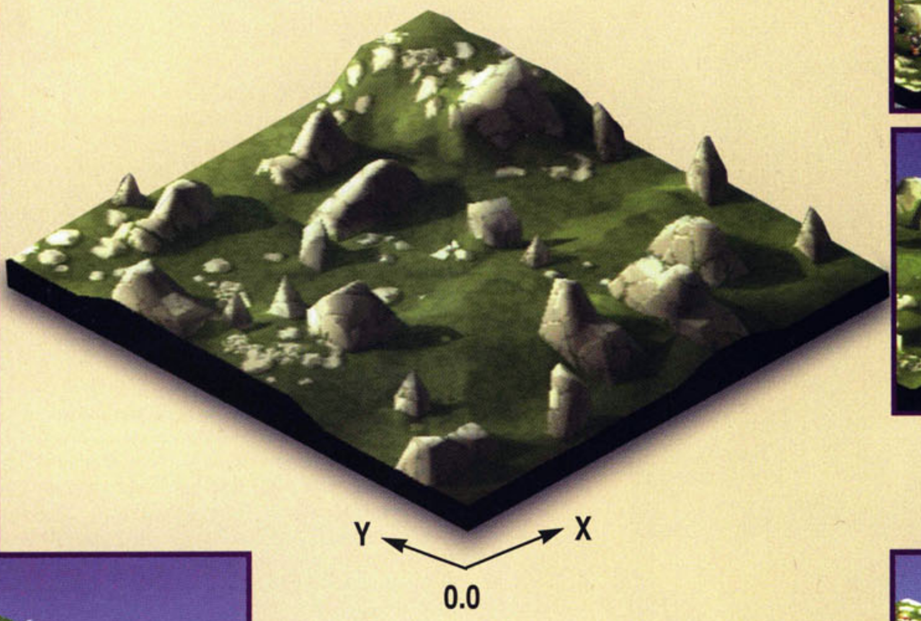


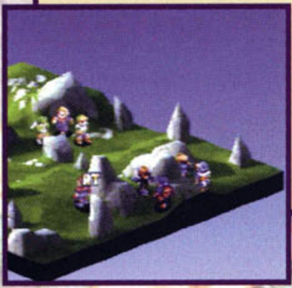
Suggested Attack Team Formation:

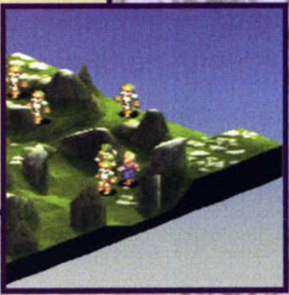
If you choose "Destroy the Death Corps," don't worry if Algus is killed. Under this objective he's a Guest character and merely becomes incapacitated if his HPs fall to zero. If you choose "Save Algus!" instead, you must not only defeat the enemies on the battlefield but keep Algus alive. Choosing "Destroy the Death Corps" will increase your group's HPs by two and an additional eight points for the duration of this battle. It also lets you keep your distance from the enemy and makes them advance into range.

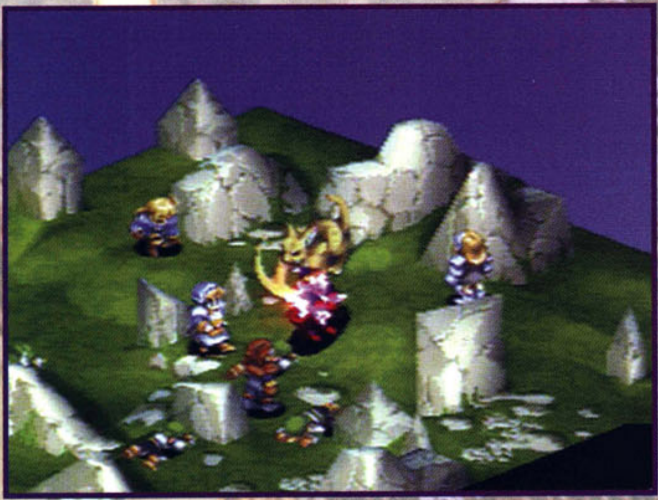




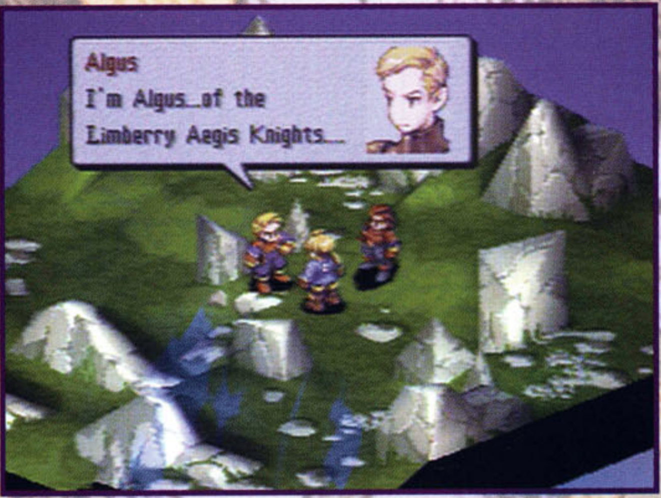






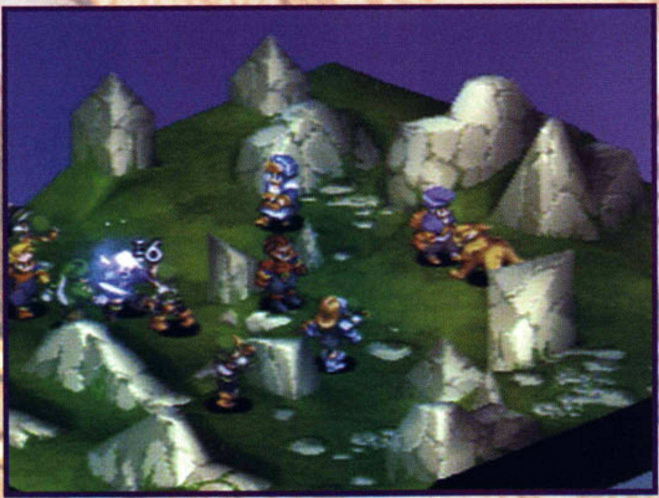


The key to conquering this battlefield is to group your party members. By dividing your party into two to three units, you benefit from strength in numbers, and while part of the party advances to rescue Algus, the other group(s) can carefully advance and deal with the group of Squires and the Red Panther. You also stand a much better chance of surviving if you let the enemy come to you instead of rushing headlong into the fray and becoming surrounded.

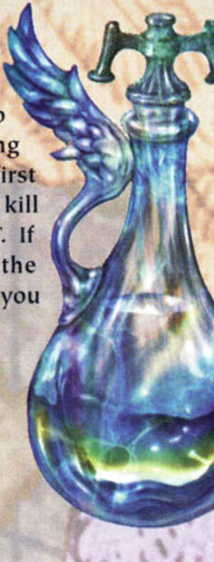


Algus
I'm Algus...of the
Limberry Aegis Knights...

Of the enemies present, be especially wary of the Thief and the Red Panther. The Thief has the ability Steal Hearts, which charms the affected unit into acting against your party. Once a character is charmed, you lose control of him or her until the effect wears off or he or she receives damage from a successful attack. The Red Panther's second attack type, Poison Nail, does what its name implies. A poisoned character loses HPs with each AT until the effect either wears off or the Antidote item cures the character.



Depending on how aggressively the enemy attacks Algus from the onset of the battle, you may find making your way over to protect him (including using Potions to keep him alive) your first action. Sometimes the enemy will kill him before your side has an AT. If you've chosen "Save Algus," the game will end at that point and you must start over.



TIP

CheckPoint!

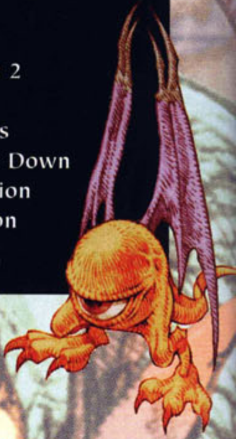
Toward the end of a battle, when the enemy's numbers are low, make your characters do *something* even if they're not in position to attack. You gain JPs by successfully casting spells, using items, and so on. This is especially important during the game's earlier battles, because it helps your characters acquire abilities faster and, with the increase in levels, allows them to change to more specialized Job Classes such as the Monk, Oracle, and Ninja.

NOTE

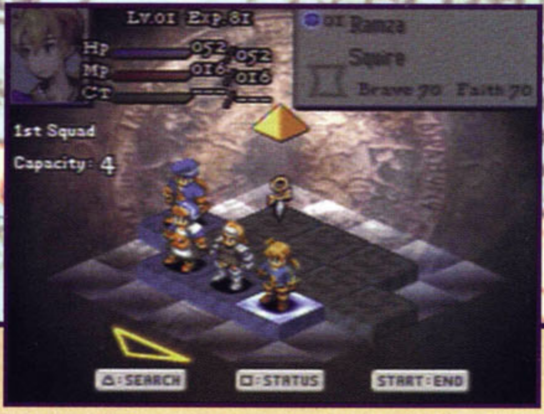
After this battlefield has been successfully completed, it becomes an area where random battles can occur. Possible enemies/monsters include: Goblins, Wizards, Archers, Chocobos, Knights, Squires, Panthers, Oracles, Morbols, and Thieves.

BATTLE MAP 04
SWEEGY WOODS

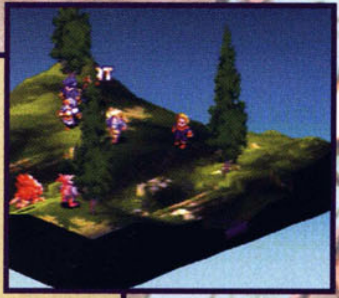
Objective: Defeat all enemies!
Enemy Units: Goblin x 2, Black Goblin x 2, Bomb x 2, Red Panther x 1
Difficulty Level: 1/5
Recommended Experience Level: 2
Treasure Data:
X:0 Y:1—Bow Gun or Echo Grass
X:1 Y:9—Escutcheon or Phoenix Down
X:5 Y:11—Leather Helmet or Potion
X:6 Y:6—Leather Hat or Hi-Potion

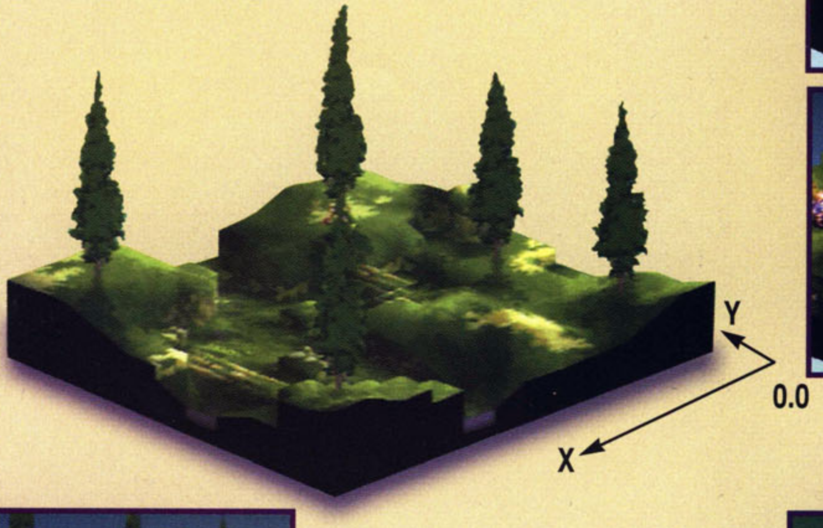


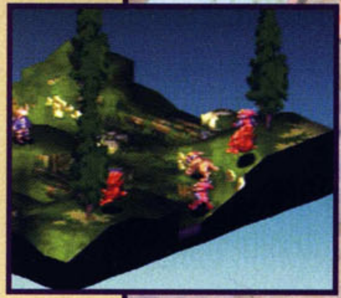
Suggested Attack Team Formation:

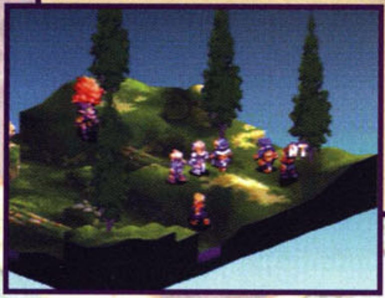

Lv.01 Exp.81
Hp 052 052
Mp 016 016
CT
01 Ramza
Squire
Brave 70 Faith 70
1st Squad
Capacity: 4
△:SEARCH
□:STATUS
START:END

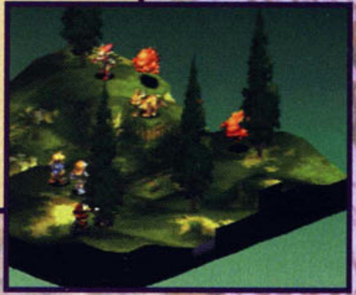
This dark and foreboding forest is home to the more evil beings that roam Ivalice. This battle gives the heroes their first taste of battling non-human creatures.

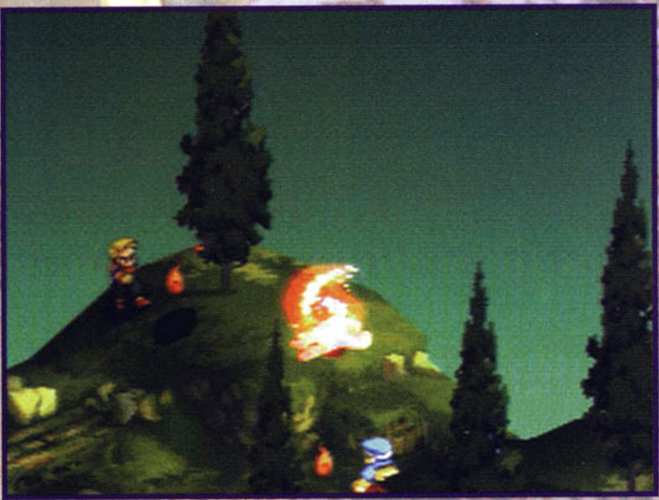




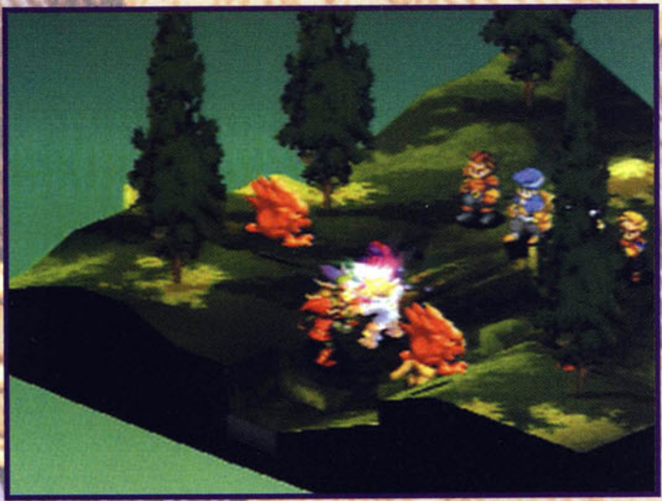








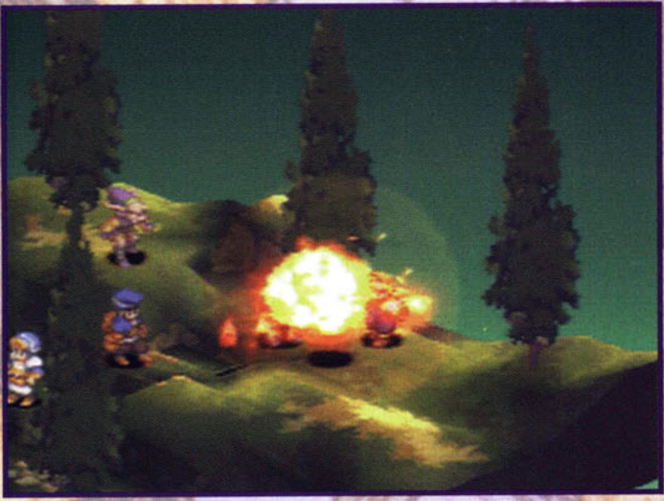
Be cautious of Bombs' and Black Goblins' secondary attacks. When a Bomb is near death, it may choose Self Destruct as its final attack. It will ignite itself and explode, inflicting damage to all surrounding it. Survivors end up covered in oil, rendering them extremely vulnerable to fire attacks. A Black Goblin's Turn Punch attack can affect all characters immediately around it. Although ganging up on an enemy has advantages, consider the effects of leaving too many characters in close proximity of either of these creatures



Keeping the party together and concentrating on the group of monsters directly ahead on the other side of the causeway allows the heroes to dispose of half the enemies before the rest are within striking distance.

NOTE

After you complete this battlefield successfully, random battles can occur here. Possible enemies/monsters include Bombs, Archers, Skeletons, Knights, Goblins, Monks, Woodmen, and Wizards.



TIP

CheckPoint!

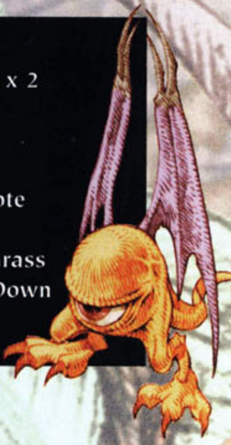
Before proceeding to the slums of Dorter, take time to use the random battlefields to practice your battle skills and increase your party's abilities. By the time you're ready to enter the slums of Dorter all members of your party should be at least level three and each of your Chemists should be experienced in White or Black Magic. (It's a good idea to have one of each.) You also should equip Delita and Algus with Black Magic and Charge ability secondary action skills.

BATTLE MAP 05

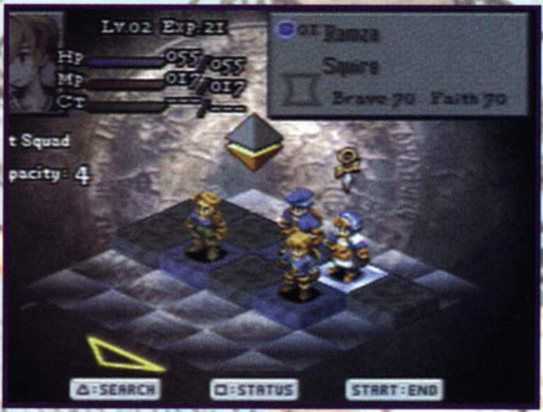
SLUMS OF DORTER

Objective: Defeat all enemies!
Enemy Units: Knight x 1, Archer x 3, Wizard x 2
Difficulty Level: 2/5
Recommended Experience Level: 3
Treasure Data:

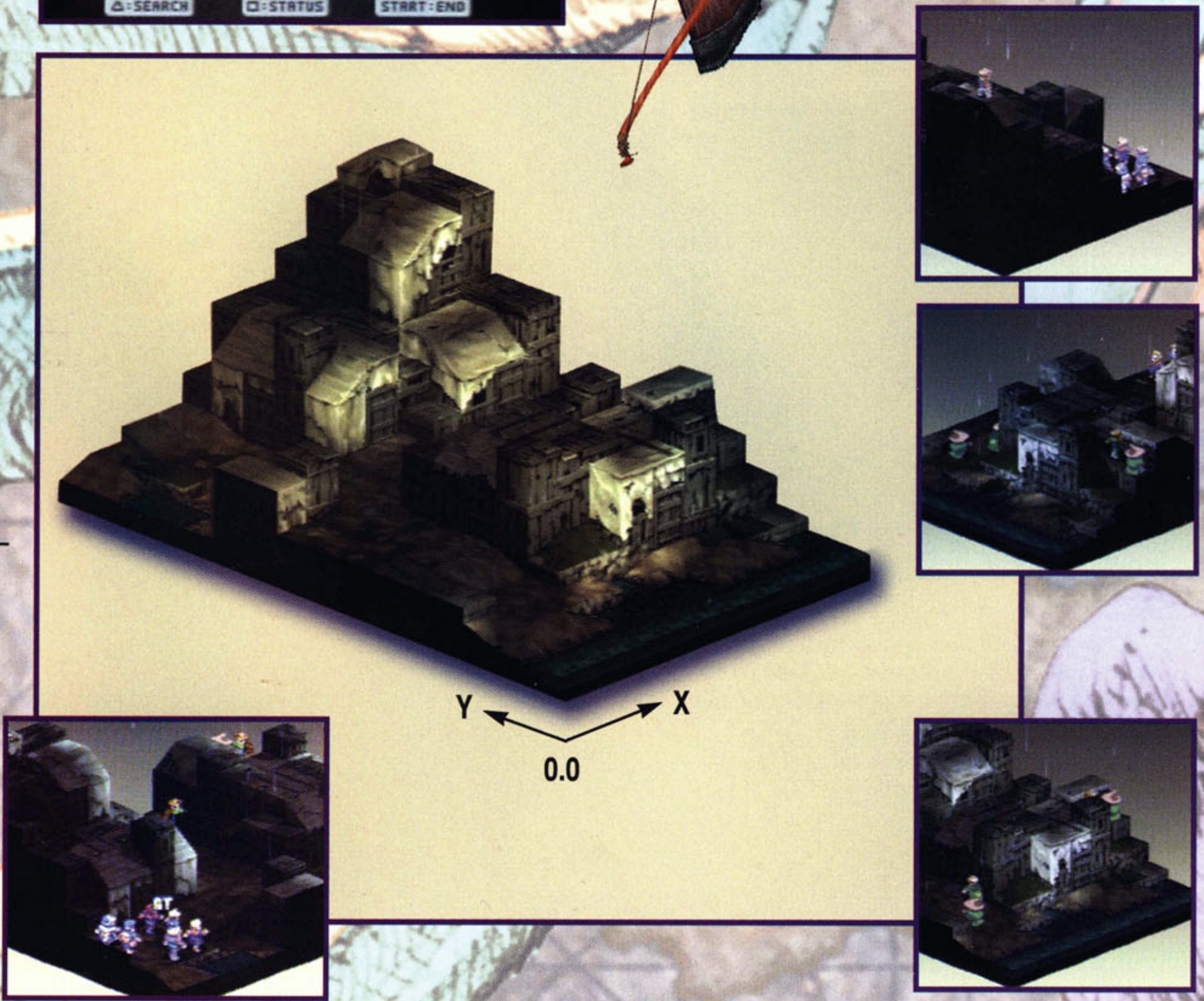
X:0 Y:11	Leather Armor or Antidote
X:4 Y:3	Clothes or Eye Drop
X:6 Y:14	Mythril Knife or Echo Grass
X:7 Y:1	Long Sword or Phoenix Down

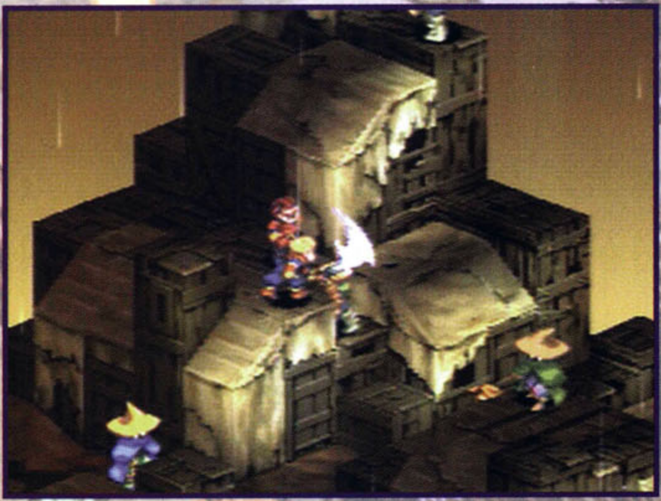


Suggested Attack Team Formation:

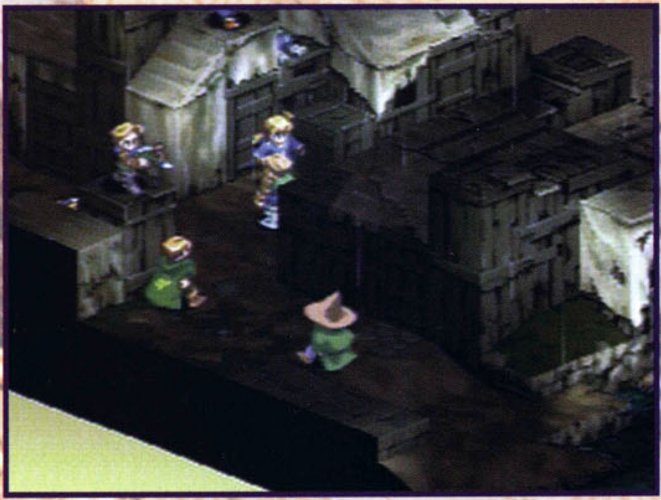

Lv.02 Exp.21
Hp 055/055
Mp 017/017
CT
01 Ramza
Squire
Brave 70 Faith 70
t Squad
pacity: 4
△:SEARCH
□:STATUS
START:END

This is the first battle in Chapter One that puts your battle skills to the test. Of the six enemies present on the battlefield, five pose immediate dangers to your party:





Two Archers have bows that expand their attack range. The Archer poised atop the tallest building is armed with a Long Bow and poses the greatest threat. From the onset of battle, he will pick off your characters one by one. Algus and Delita will step forward to attack him at the beginning, but unless they are trained in either Wizard (Black Magic) or Archer (use of bows) Job Classes, it will take them at least two rounds just to reach the top of the building and strike.



The Wizards' Fire spells can affect up to five panels at a time. Because they can cast this spell on individuals as well as panels, try to position targeted characters next to an enemy. When the spell is cast, your team member will take damage, but so will enemies within the spell's range. This works well if your unit's turn comes up prior to the spell's AT (be sure to check the AT List here!) and you can't defeat the enemy casting the spell first. Of course, you'll also want to move any allied units in range out of harm's way if you can. If you make good use of the AT List, you'll always know where and when enemy spells will detonate and react accordingly.

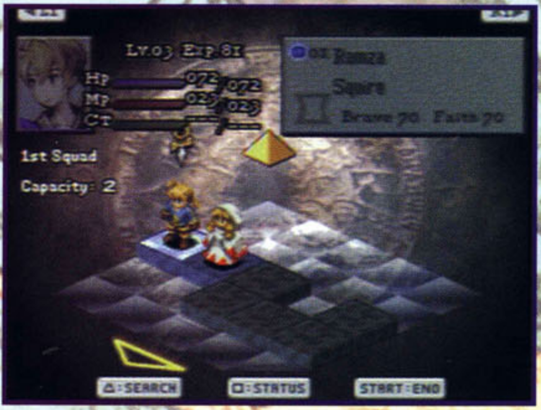
Your top priority early in the battle should be to eliminate the Head Knight and the Wizard next to him. Plan carefully and you should be able to move most of your party onto and around the shed-like building located between your characters and the Knight. Take advantage of this raised area to use the Throw Stone ability and cast offensive spells while your characters are still out of their striking range. Ultimately, you want to eliminate the Wizard and inflict a good amount of damage on the Knight within the first two rounds of battle.

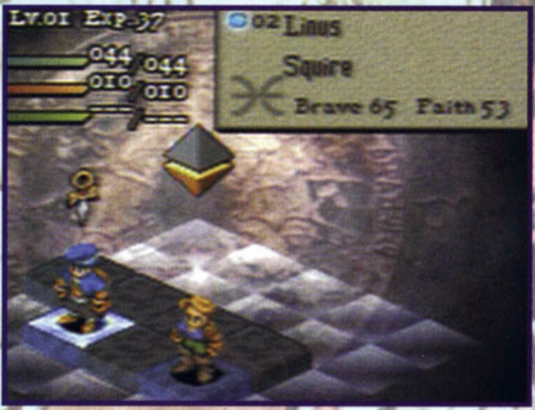
Although this battlefield is constricted, try not to crowd your characters. This prevents them from getting caught up in the effects of a single spell. Also, if you have a Priest in your party, cast a Protect spell on your less-armored party members to reduce or eliminate damage from the Archers. Remember, losing them hampers or destroys your ability to revive and/or heal other party members!

BATTLE MAP 06
CELLAR OF THE SAND MOUSE

Objective: Defeat all enemies!
Enemy Units: Knight x 3, Monk x 2, Archer x 1
Difficulty Level: 2/5
Recommended Experience Level: 4
Treasure Data:
X:5 Y:4—Bronze Helmet or Potion
X:6 Y:2—Feather Hat or Hi-Potion
X:10 Y:0—Linen Cuirass or Antidote
X:10 Y:9—Leather Outfit or Eye Drop

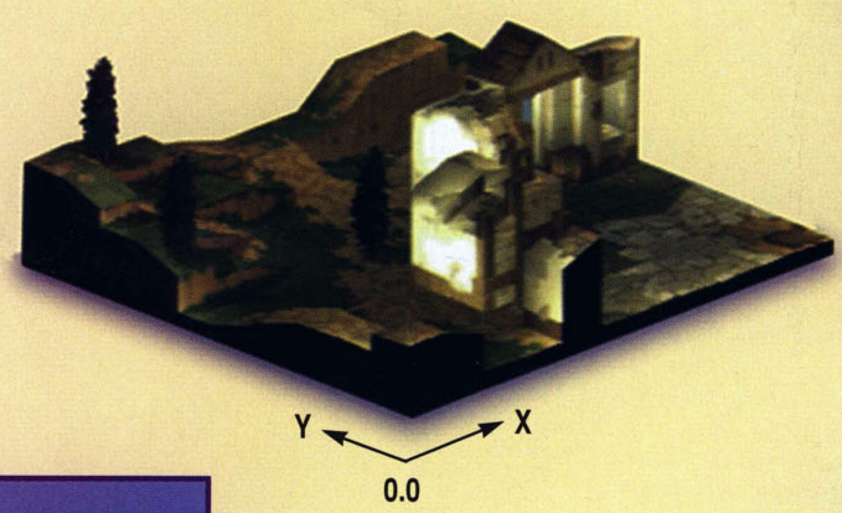
Suggested Attack Team Formation:


Lv.03 Exp.81
Hp 072/072
Mp 023/023
CT
1st Squad
Capacity: 2
01 Ramza
Squire
Brave 70 Faith 70
△:SEARCH
□:STATUS
START:END

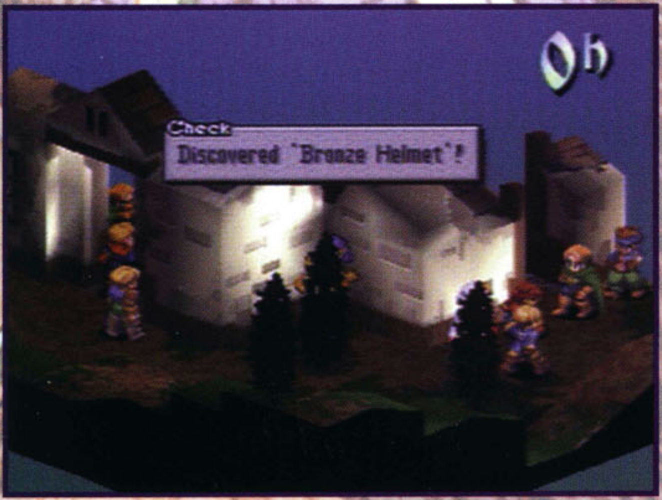

Lv.01 Exp.37
044/044
010/010
02 Linus
Squire
Brave 65 Faith 53

NOTE

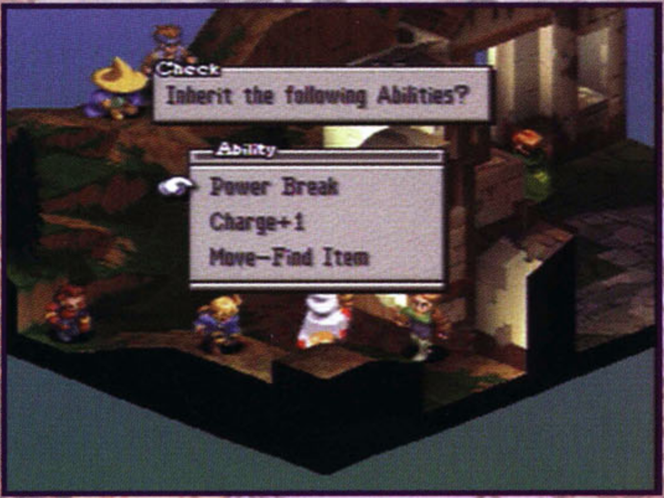
Using the **X** button, you can switch back to the first formation screen from the second to reorganize your party to your liking prior to committing them to battle.



The Archer and the two Monks pose the most significant threats to your party. Even from within the structure, the Archer can easily target your party members with his Long Bow. The Monks, though unarmed, can inflict a great amount of damage with their fists on your lightly armored party members.



Check
Discovered 'Bronze Helmet'!



Check
Inherit the following Abilities?

Ability
Power Break
Charge+1
Move-Find Item

Given the damage your characters are likely to receive from the Monks, ensure your party carries plenty of potions and a few Phoenix Downs. But remember, they're useless unless at least one of your characters has learned the Potion and Phoenix Down abilities and has the Item ability equipped.

Fortunately, there are only two exits in the building the enemies are holed up in and you can control the number of enemies you must face at any one time by maneuvering your characters just outside the doorways. By confining their movements and positioning a character equipped with Black Magic just outside the building, you can affect multiple enemies with a single magic spell.

Remember that if one of your party members blocks an opening, positioning a character at an angle from the entrance allows you to attack with a Crossbow or the Throw Stone ability.

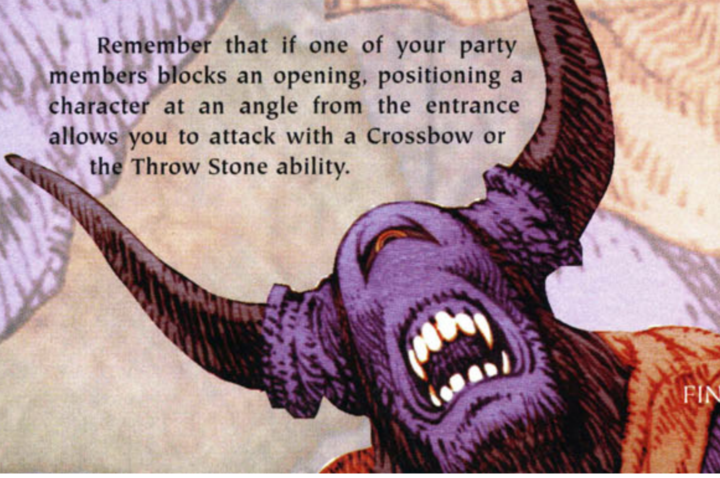
NOTE

After you complete this battlefield successfully, the map changes into the Zeklaus Desert, an area where random battles can occur. Possible enemies/monsters include: Bombs, Dragons, Ninjas, Skeletons, Behemoths, Juravis', Goblins, Bull Demons, and Red Chocobos.

TIP

CheckPoint!

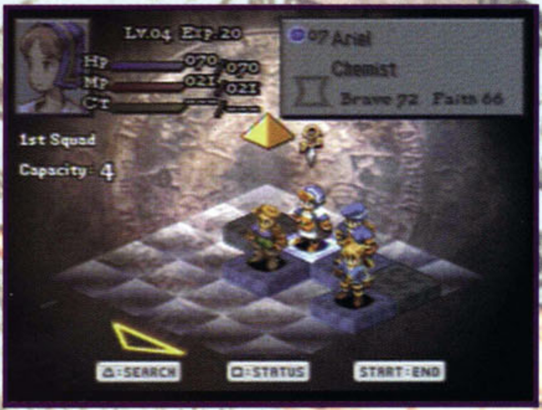
After heading back to Igros Castle, Dycedarg will send you on a mission to assault the Thieves' Fort. By this time all the members in your party (at least the five that make up your war parties) should be at level five or six. If they're not, you may wish to travel back and forth across areas where you've already been to participate in random battles until your characters reach these levels. Otherwise, the remaining battles of Chapter One may overwhelm you.



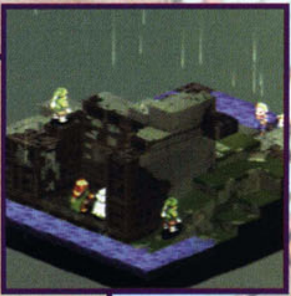
BATTLE MAP 07
THIEVES' FORT

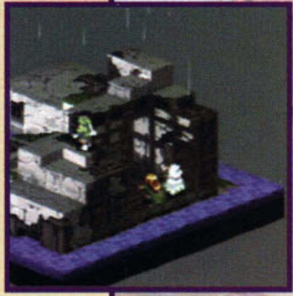
Objective: Defeat Miluda!
Enemy Units: Knight x 1, Priest x 2, Thief x 3
Difficulty Level: 2/5
Recommended Experience Level: 5
Treasure Data:
X:1 Y:10—Flame Rod or Antidote
X:2 Y:10—Ice Rod or Eye Drop
X:5 Y:9—White Staff or Echo Grass
X:9 Y:0—Long Bow or Phoenix Down

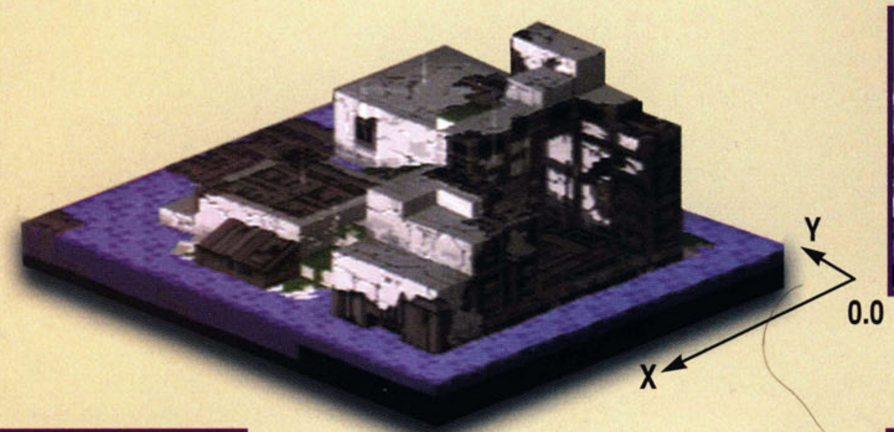
Suggested Attack Team Formation:

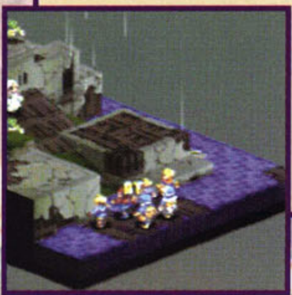

Lv.04 Exp.20
07 Ariel
Chemist
Brave 72 Faith 66
HP 070/070
MP 021/021
CT
1st Squad
Capacity: 4
△:SEARCH
□:STATUS
START:END

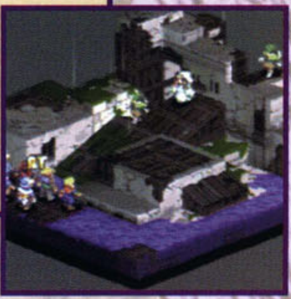
Again, be wary of the Thieves' ability to charm your party members and turn them against you. Take care around enemy Priests, as well. Not only can they heal their wounded compatriots, they can also raise them from the dead!

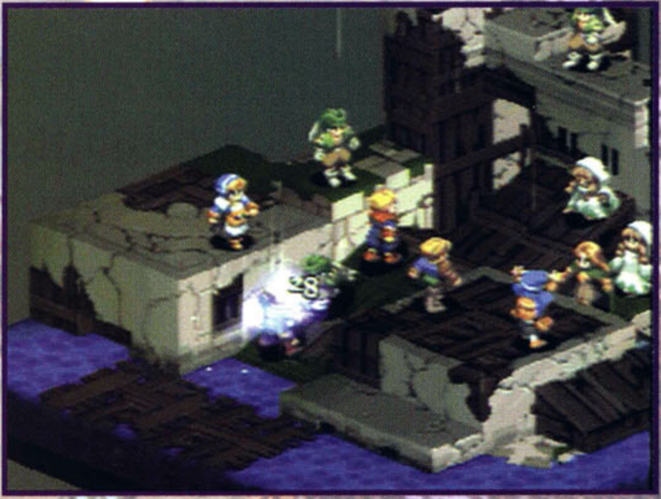




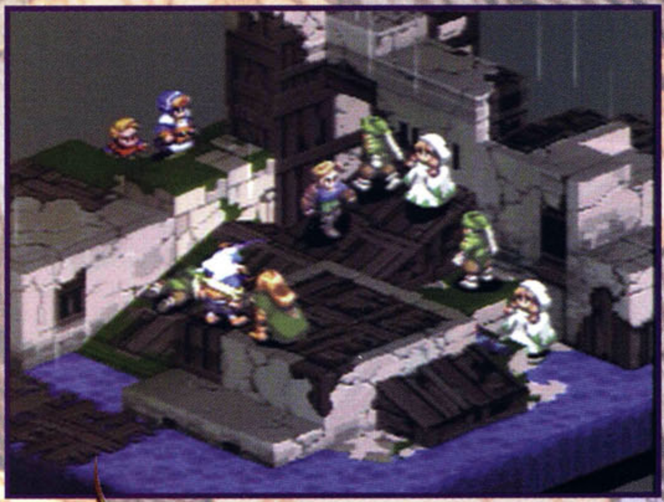


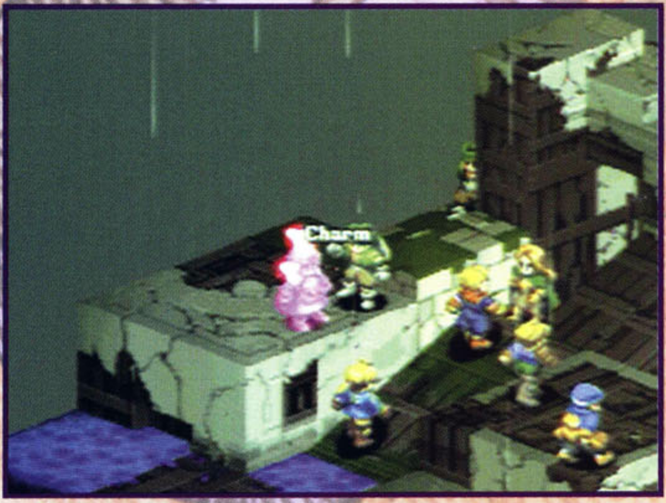






Fortunately, the ramp descending from the archway is only two panels wide, constricting the battlefield. Use this to your advantage at the start of battle by casting a few Bolt or Fire spells; each will affect several enemies if properly targeted.





Although the battle objective is to defeat Miluda, unless she exposes herself early in the battle, you'll best concentrate your efforts on reducing enemy numbers. As a Knight, she possesses Battle Skill abilities, including Weapon Break and Head Break (destroys any head protection), that can deplete the protection and attack abilities of those she attacks. The Chemist's Maintenance support ability is a good way to counter break attacks.

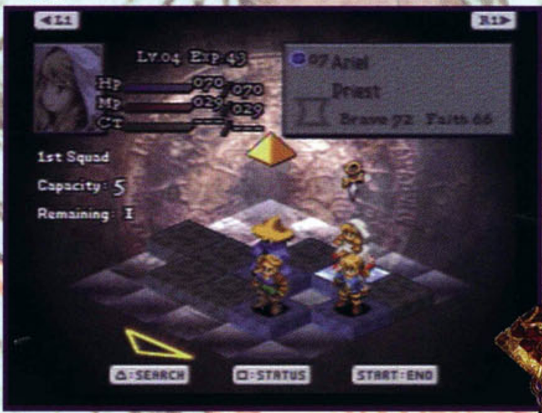
BATTLE MAP 08

LENALIA PLATEAU

Objective: Defeat all enemies!
Enemy Units: Knight x 3, Wizard x 2, Time Mage x 1
Difficulty Level: 2/5
Recommended Experience Level: 6
Treasure Data:

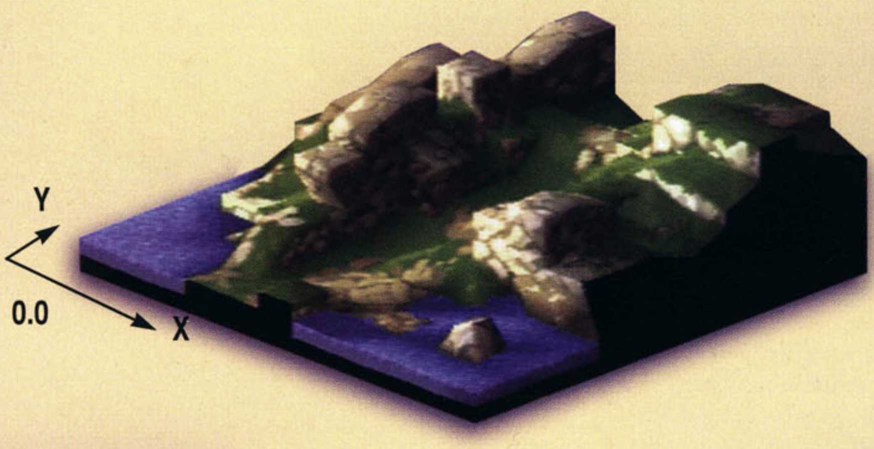
X:2 Y:8	Buckler or Potion
X:4 Y:4	Iron Helmet or Hi-Potion
X:5 Y:10	Red Hood or Antidote
X:10 Y:6	Bronze Armor or Eye Drop

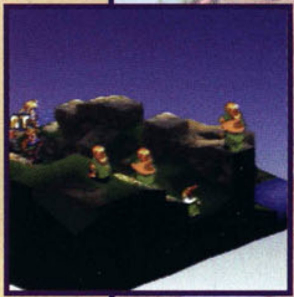
Suggested Attack Team Formation:

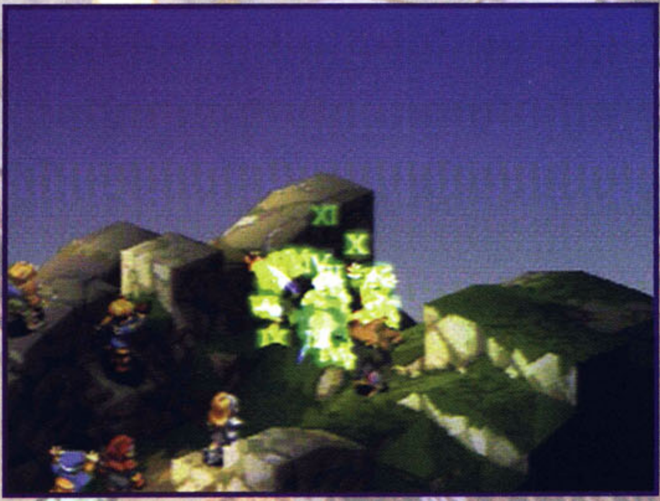


Lv.04 Exp.45
07 Ariel
Priest
Hp 070/070
Mp 029/029
CT
Brave 72 Faith 66
1st Squad
Capacity: 5
Remaining: 1

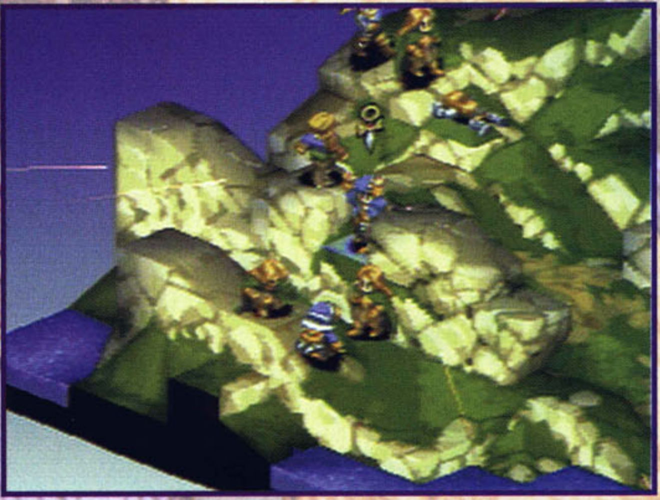
This battle introduces you to the Time Mage. This character can manipulate time and space and cast spells that can stop, slow, or speed up a character's movement. Although not overly powerful, these attacks have a high annoyance factor.



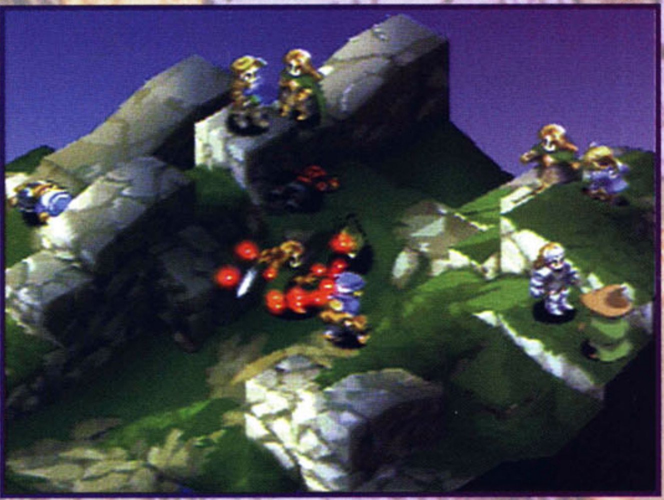




As the enemy makes its way down the pass toward your party at the start of the battle, they're still tightly grouped. Take advantage of this by casting Fire, Bolt or Ice spells; these should affect multiple characters. When casting a spell, take the time to place the targeting square on the character to see the how much damage a spell can deliver before you confirm the action. That way you can check to see if one spell has a greater effect than another on the particular class of character you're attacking. Don't forget to press the ← or → button on the Directional pad while you have the spell highlighted so you can check to see where in the AT List the spell will detonate. This will prevent wasting spells or targeting opponents who can move and place your characters within the spell's range.



Keep your Priest toward the rear of your party, out of range. Knights can inflict a great deal of damage in a single turn, and keeping the Priest out of harm's way allows you to use Cure and possibly Phoenix Down later.



The amount of damage you inflict on the Wizards and Time Mage during the first round will determine your course of action. If you succeed in halving their HPs, you can afford to send one, and possibly two, characters to finish them off quickly, and use the rest of the party to deal with the Knights. However, if your first attack fails, you may want to retreat to high ground near the water and stage a defensive attack as the enemy advances.

Once the Time Mage and Wizards are out of the way, you should have no problem eliminating the Knights and Miluda.

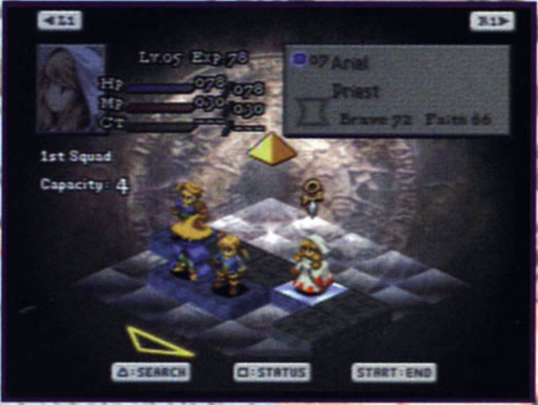
NOTE

After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include: Goblins, Morbols, Geomancers, Chocobos, Dragons, Time Mages, Panthers, Priests, Pisco Demons, and Knights.

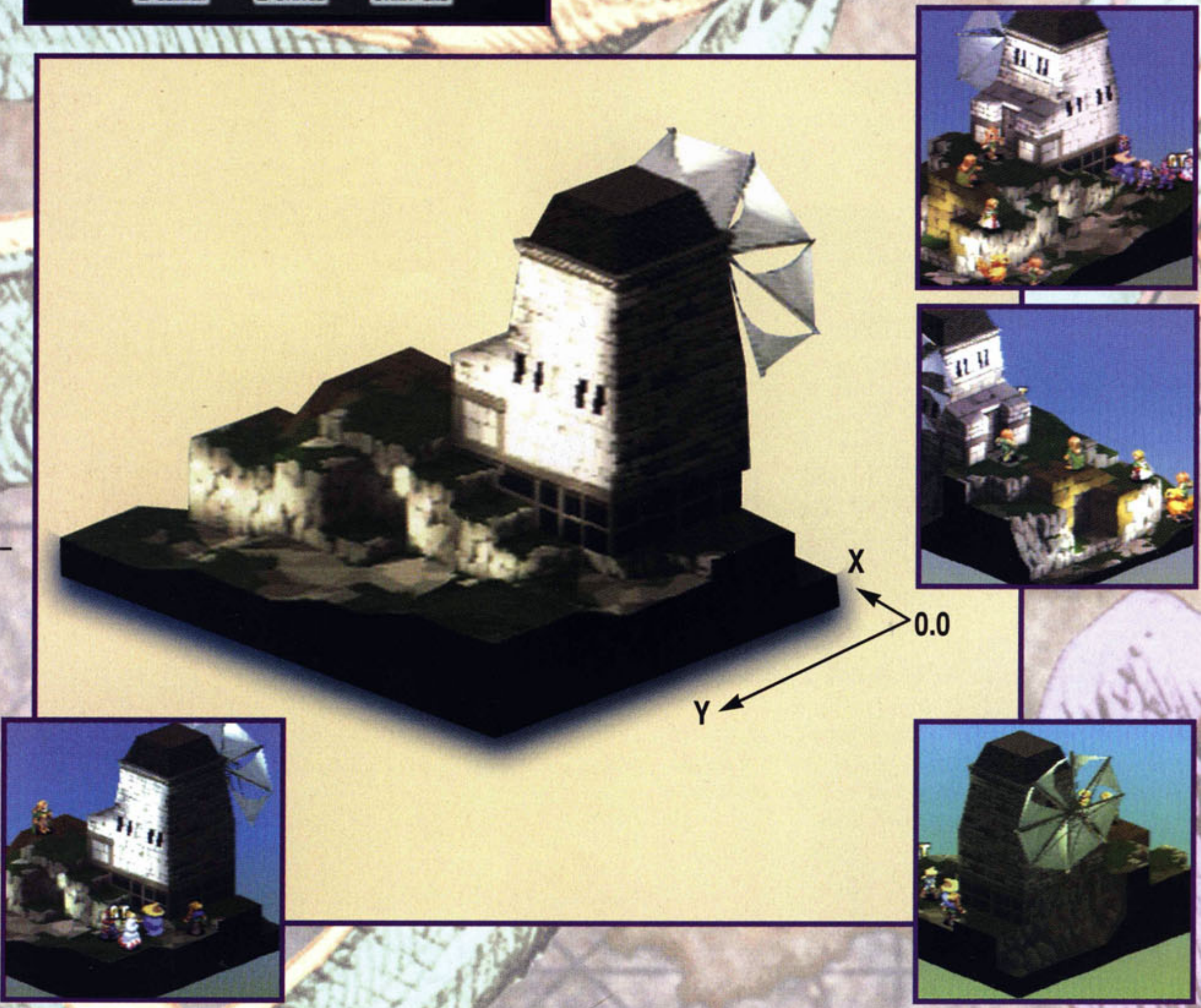
BATTLE MAP 09
WINDMILL SHED

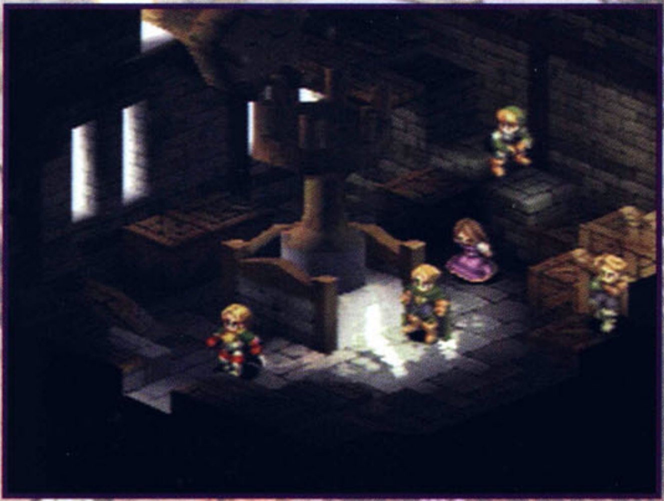
Objective: Defeat Wiegraf!
Enemy Units: Wiegraf (White Knight) x 1, Monk x 2, Yellow Chocobo x 1, Knight x 1
Difficulty Level: 3/5
Recommended Experience Level: 8
Treasure Data:
X:0 Y:9—Leather Vest Or Echo Grass
X:3 Y:4—Linen Robe or Phoenix Down
X:5 Y:8[—Small Mantle or Potion
X:6 Y:0—Mage Masher or Hi-Potion

Suggested Attack Team Formation:

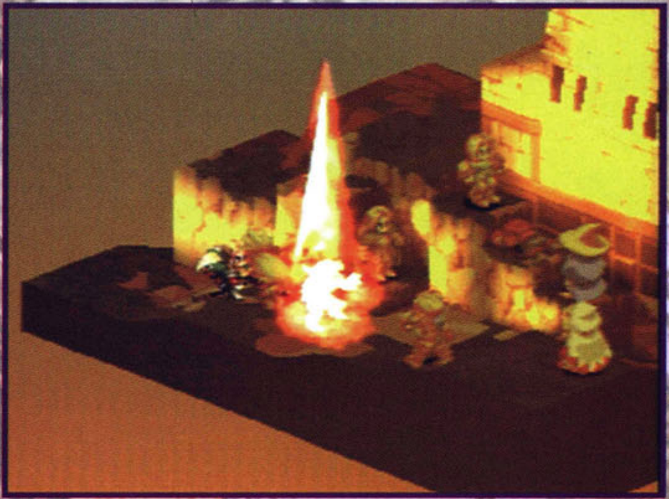

◄L1
R1►
Lv.05 Exp.78
HP 078/078
MP 030/030
CT
07 Ariel
Priest
Brave 72 Faith 66
1st Squad
Capacity: 4
△:SEARCH
□:STATUS
START:END

This is probably the hardest battle your party will endure for a while, especially if your characters haven't reached Level Seven yet. Every enemy present is very dangerous (due mostly to the constricted battlefield), and Wiegraf's Holy Sword attacks can eliminate a character with a single blow! The Monks in the battle can cause considerable damage with attacks like Wave Fist, and the Yellow Chocobo can heal itself as well as everyone immediately around it.

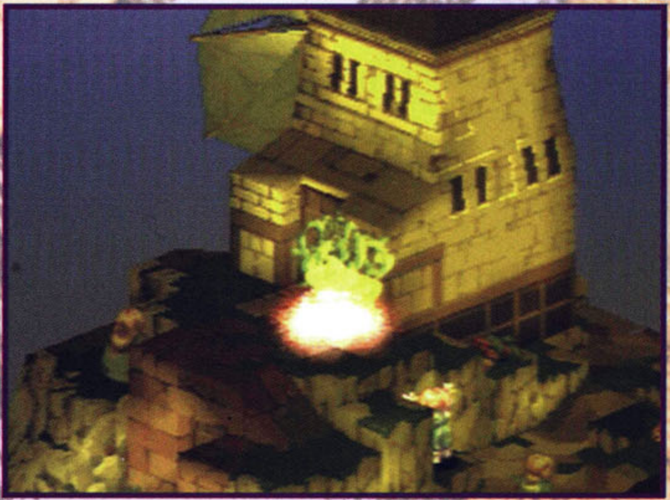




The key to completing this battle is to eliminate the closest threat to the party and then focus on Wiegraf. If you attack the Chocobo with one of your first characters, follow up with more characters to finish it off. A weakened Chocobo is more likely to perform a Choco Cure on itself than it is to attack.



If one of your characters has enough experience in the Thief Job Class to learn the Steal Heart ability, put it to good use against enemy Monks. Successfully charming one (don't even attempt it if the success rate is less than 50 percent!) can quickly turn the tide of the battle in your favor. But remember, a charmed character becomes "uncharmed" if attacked, regardless of whether it's by your characters or the enemy



Your Archer should have learned some middle Charge skills by now. Skills like Charge + 4 and Charge + 5 can inflict enough damage to remove Wiegraf in as little as two rounds, ending the battle.

NOTE

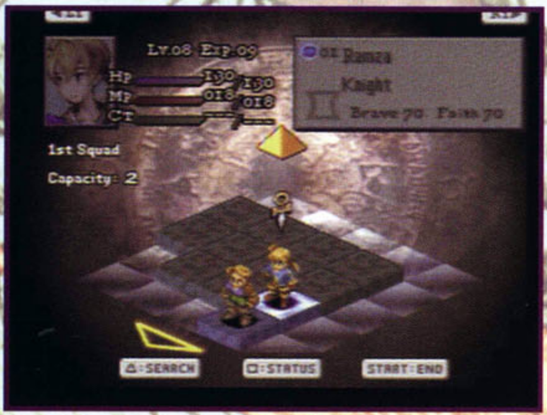
After you complete this battlefield successfully, the map changes into the Fovoham Plains, an area where random battles can occur. Possible enemies/monsters include: Flotiballs, Goblins, Summoners, Pisco Demons, Morbols, Monks, Juravis', Panthers, Oracles, and Bull Demons.

BATTLE MAP 10

FORT ZEAKDEN

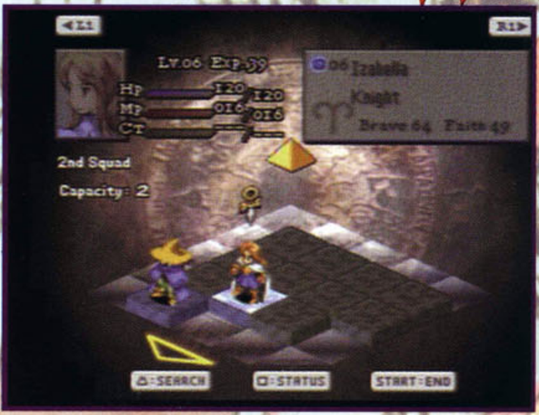
Objective: Defeat Algus!
Enemy Units: Knight x 1 (Algus), Knight x 3, Wizards x 2
Difficulty Level: 2/5
Recommended Experience Level: 9
Treasure Data:
X:3 Y:3—Bronze Shield or Potion
X:2 Y:10—Chain Mail or Hi-Potion
X:4 Y:7—Chain Vest or Antidote
X:8 Y:12—Silk Robe or Eye Drop

Suggested Attack Team Formation:

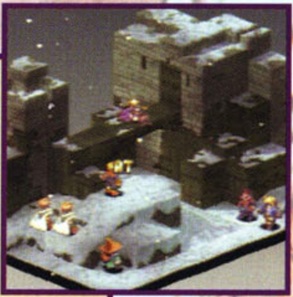


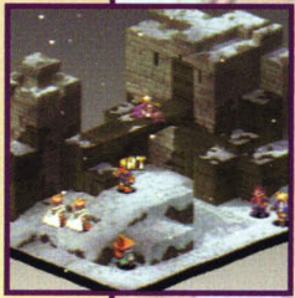
Lv.08 Exp.09
Hp 130/130
Mp 018/018
CT ---/---
02 Ramza
Knight
Brave 70 Faith 70
1st Squad
Capacity: 2

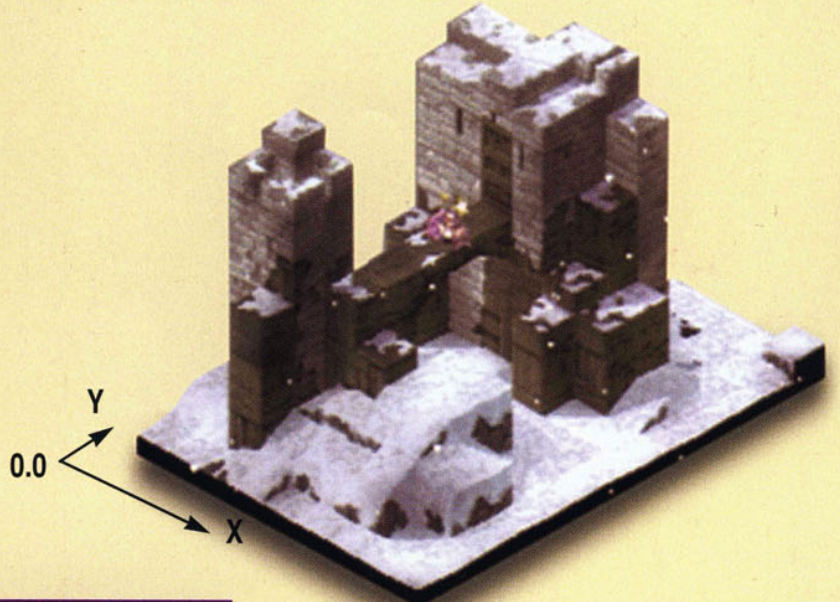
Chapter One draws to a close with this battle. Here, Algus murders Delita's sister, Teta, and wounds Golagros at the request of Ramza's older brother, Zalbag. Delita, enraged at Algus' actions, attempts revenge single-handedly.

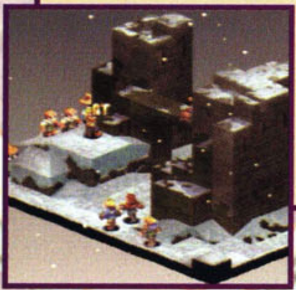


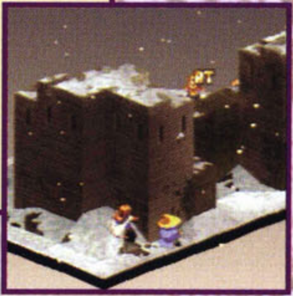
Lv.06 Exp.39
Hp 120/120
Mp 016/016
CT ---/---
06 Izabella
Knight
Brave 64 Faith 49
2nd Squad
Capacity: 2

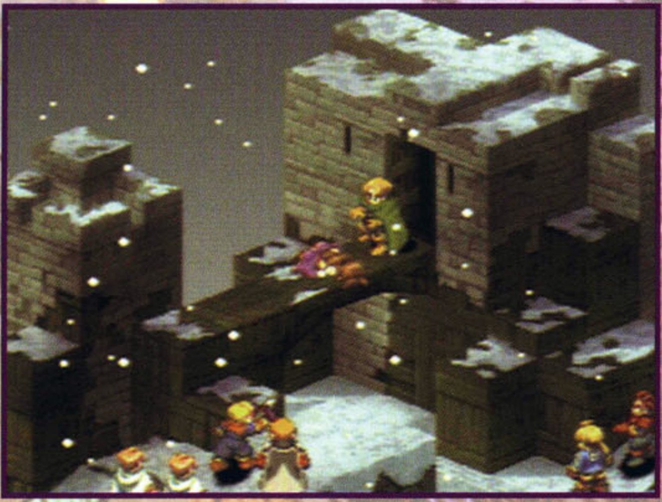






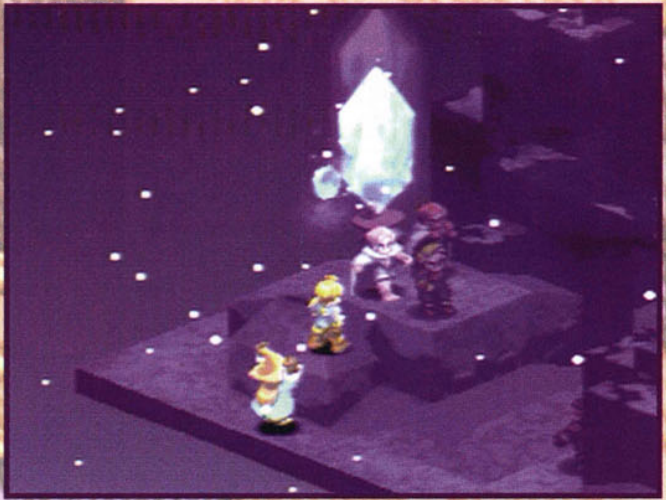




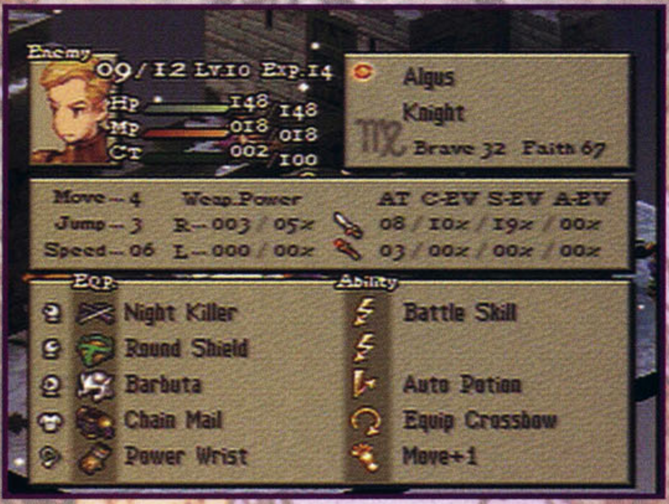


This is another battle where your party's strength is divided into two battalions, so troop placement plays a major role in ensuring that each character can attack on their first Active Turn.

Algus's Night Killer randomly causes Darkness as well as HP damage. He'll attack Delita with this at the onset of battle. Darkness blinds the afflicted character, hampering his/her ability to land an attack successfully. Keeping Delita alive lets you concentrate on other enemies, because Algus focuses most of his rage on him.



The two enemy Wizards tend to use their offensive spells during this battle, directly targeting your characters instead of the panels around them. Use this to your advantage by moving a targeted character near an enemy so he or she takes damage from your attack as well as the backlash from the spell.



Enemy
09 / 12 Lv.10 Exp.14
Hp 148 / 148
Mp 018 / 018
CT 002 / 100

Algus
Knight
Brave 32 Faith 67

Move -- 4
Jump -- 3
Speed -- 06

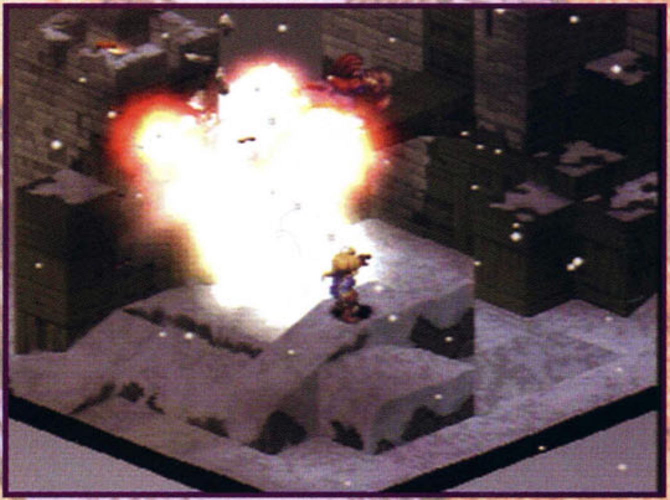
Weap.Power
R -- 003 / 05%
L -- 000 / 00%

AT	C-EV	S-EV	A-EV
08	10%	19%	00%
03	00%	00%	00%

Eqp.
Night Killer
Round Shield
Barbuta
Chain Mail
Power Wrist

Ability
Battle Skill
Auto Potion
Equip Crossbow
Move+1

The easiest strategy here is to concentrate all your efforts on Algus from the onset. Even though your characters will leave themselves exposed to the other enemies, and you may lose a party member or two, you still should be able to defeat him before the life counters on your fallen heroes expire.



CHAPTER TWO

THE MANIPULATOR AND THE SUBSERVIENT

Chapter Two picks up where the prologue left off. Ramza agrees to help Agrias, Ovelia's bodyguard, rescue the kidnapped princess and ends up in the middle of a conspiracy. In this chapter the "Zodiac Brave" story comes to light.

Mission One: Rescuing the Princess

Commissioned by Agrias, Ramza and Gafgarion join her to find and rescue Ovelia.

1. Orbonne Monastery

Event: Gafgarion and Agrias join your party as guest members, and their troops join as members.

2. Dorter Trade City

Battle 11: Dorter Trade City

3. Araguay Woods

Battle 12: Araguay Woods
Event: Choosing option 1 lowers your Brave points.
Boco the Chocobo joins your party as a member.

4. Zirekile Falls

Battle 13: Zirekile Falls
Event: Gafgarion leaves your party and Ovelia joins as a guest for a brief time.

Mission Two: The Hunt for Sanctuary

With Ovelia firmly in tow (but for how long?), Ramza and Agrias seek refuge from the royal intrigue that plagues them. Along the way they encounter an enigmatic Engineer with problems of his own.

1. Zaland Fort City

Battle 14: Zaland Fort City
Events: Choosing option 2 raises your Brave points. Mustadio joins your party as a guest.

2. Bariaus Hill

Battle 15: Bariaus Hill

3. Lionel Castle

Event: Agrias and Princess Ovelia leave your party.

Mission Three: Journey to Goug Machine City

Leaving Agrias and Ovelia in the safe hands of Cardinal Draclau, Ramza and Mustadio head toward the Machine City of Goug to deal with the threat of the Bart Company.

1. Zigolis Swamp

Battle 16: Zigolis Swamp

2. Goug Machine City

Battle 17: The Slums of Goug
Event: Mustadio becomes a member of your party.

Mission Four: Draclau's Treachery

A chance meeting with Delita reveals acts of treachery at Lionel Castle. Will Ramza get there in time to help Princess Ovelia?

1. Goug Machine City

2. Warjilis Trade City

3. Bariaus Valley

Battle 18: Bariaus Valley
Event: Agrias joins your party as a member

4. Golgorand Execution Site

Battle 19: Golgorand Execution Site

5. Lionel Castle

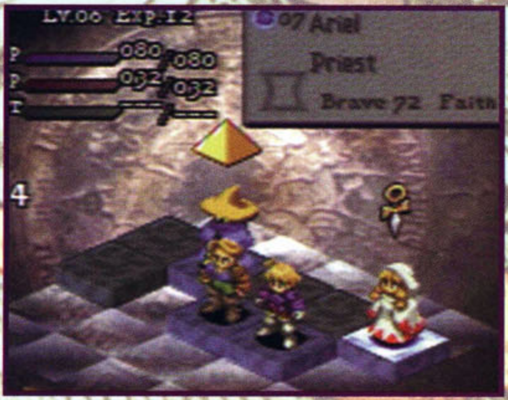
Battle 20: At the Gate of Lionel Castle
Battle 21: Inside of Lionel Castle

BATTLE MAP 11

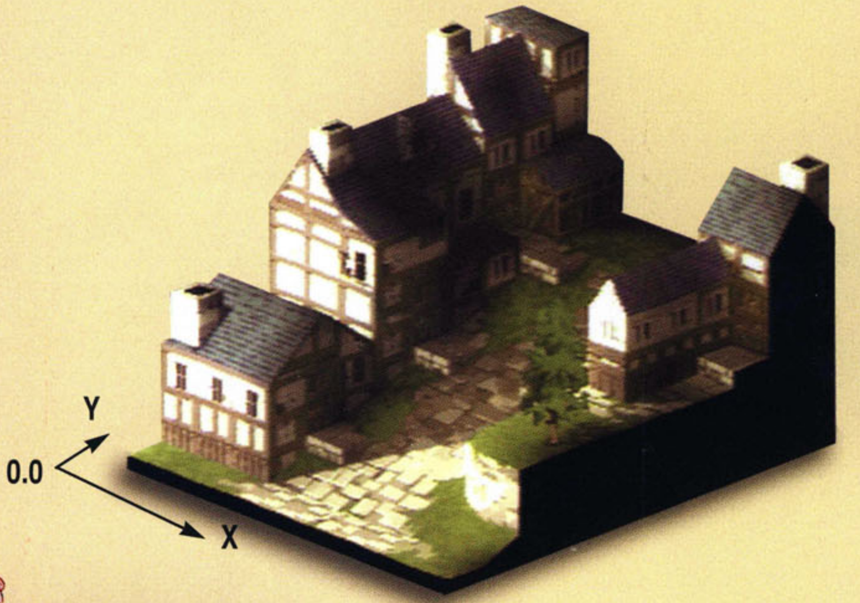
DORTER TRADE CITY

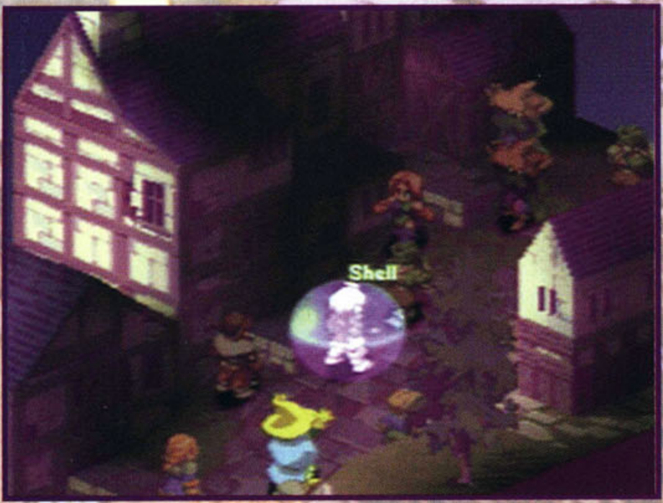
Objective: Defeat all enemies!
Enemy Units: Thief x 2, Archer x 2, Wizard x 2
Difficulty Level: 2/5
Recommended Experience Level: 10
Treasure Data:
X:0 Y:1—Ice Bow or Potion
X:2 Y:6—Shuriken or Hi-Potion
X:8 Y:4—Round Shield or Ether
X:8 Y:10—Barbuta or Echo Grass

Suggested Attack Team Formation:

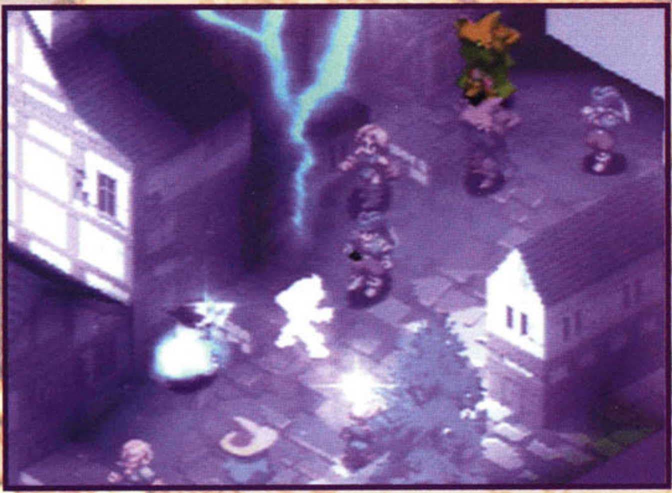


After witnessing Delita's abduction of Princess Ovelia, Ramza decides to join Agrias in her quest to rescue the princess. Gafgarion also becomes a member of the party, going against his "There's no money in that!" philosophy. Returning to Dorter, the party finds itself marked for assassination by a mysterious Knight.





With Gafgarion and Agrias "guesting" in your party, you should have no problem dealing with these "underpaid" mercenaries. Gafgarion, with his HP-replenishing Night Sword attack, and Agrias, with her Holy Sword abilities, will require no assistance. This allows the rest of the party to concentrate on systematically eliminating the enemies those two aren't targeting.



After disposing of the two Wizards, taking care of the rest of the enemies should be like shooting fish in a barrel.

8h
9EXP.
05/12 Lv.09 Exp.59
Hp 054/074

By now you should be using the AT List judiciously. Not only does it tell you when a unit's turn becomes Active, it also allows you to identify when and where charged attacks, such as spells and arrows, will occur. This knowledge helps you plan more efficiently the attacks to use and where to move your characters.

NOTE

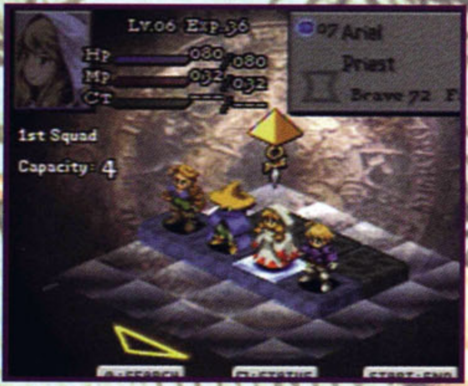
When you access the map screen from the AT List, you lose the ability to rotate the map. To see where a particular effect will occur, you may have to exit the AT List, rotate the map, and then reaccess the map screen from the AT List.

BATTLE MAP 12

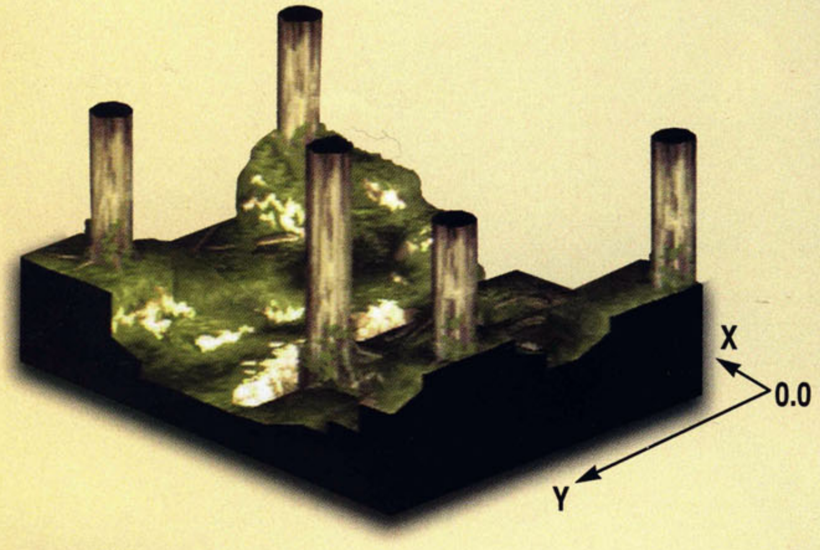
ARAGUAY WOODS

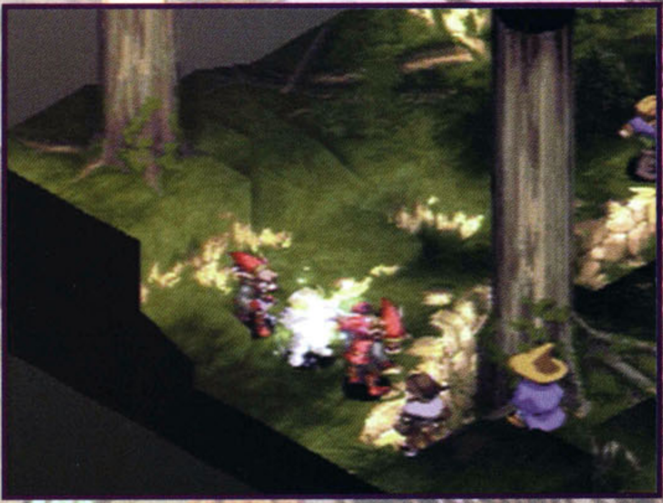
Objective: Defeat all enemies! *or* Save Chocobo!
Enemy Units: Black Goblin x 1, Goblin x 5
Difficulty Level: 1/5
Recommended Experience Level: 11
Treasure Data:
X:3 Y:5—Headgear or Soft
X:4 Y:2—Mythril Armor or Phoenix Down
X:8 Y:5—Mythril Vest or Potion
X:11 Y:9—Spike Shoes or Hi-Potion

Suggested Attack Team Formation:



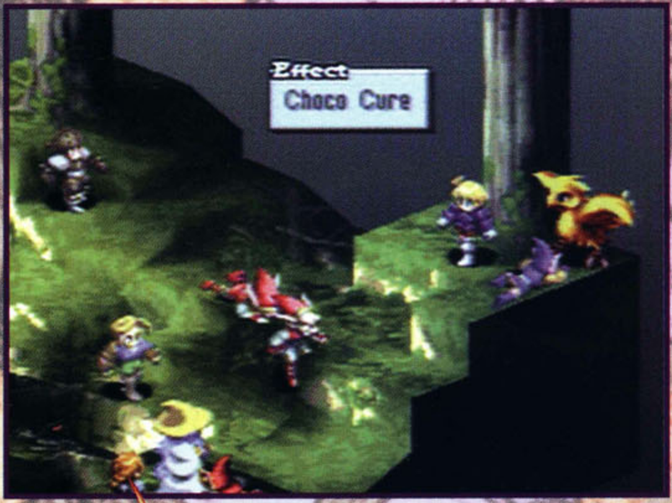
Here the party may again choose their actions. Attempting to leave without helping the Chocobo will reduce everyone's Brave Level by 10 for the duration of the battle. More often than not, Boco will retreat back to the nearest corner of the battlefield and wait out most of the battle, offering little assistance, unless an enemy corners him and forces him to retaliate.

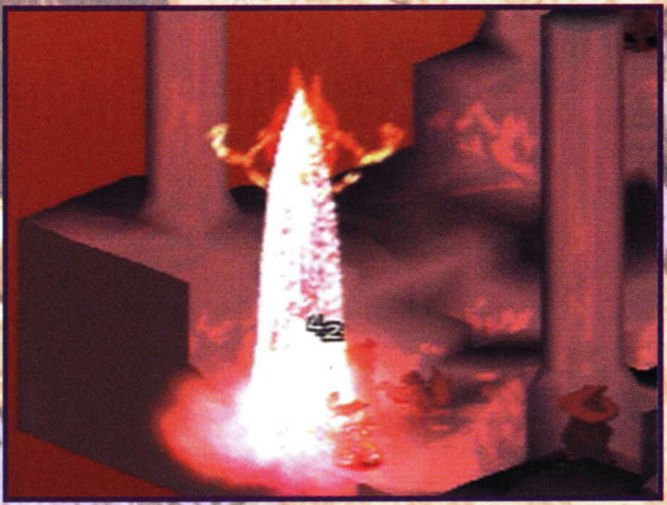




TIP

The Goblins in this battle are more susceptible to Black Magic Ice attacks than to Fire or Bolt. If your Wizard is trained in this ability, use Ice or Ice2 against them.





NOTE

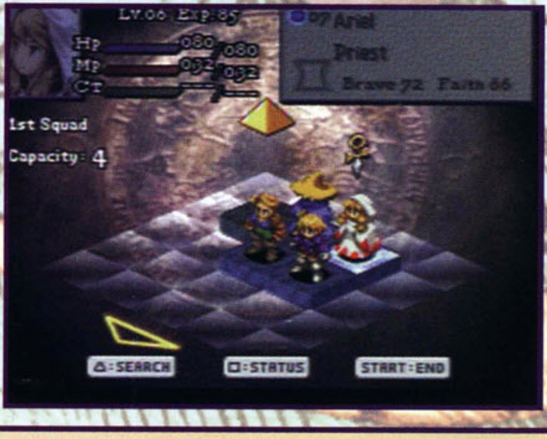
After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include: Goblins, Skeletons, Morbols, Panthers, Ghouls, Woodmen, Archers, and Ninjas.

BATTLE MAP 13

ZIREKILE FALLS

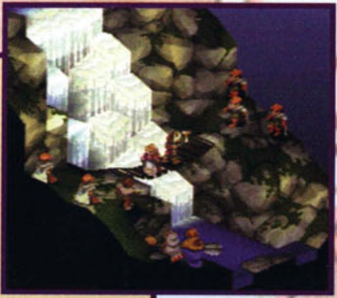
Objective: Save Princess Ovelia!
Enemy Units: Dark Knight x 1 (Gafgarion), Knight x 5
Difficulty Level: 2/5
Recommended Experience Level: 13
Treasure Data:
X:1 Y:6—Leather Mantle or Ether
X:5 Y:7—Platina Dagger or Echo Grass
X:7 Y:5—Coral Sword or Soft
X:8 Y:5—Poison Rod or Phoenix Down

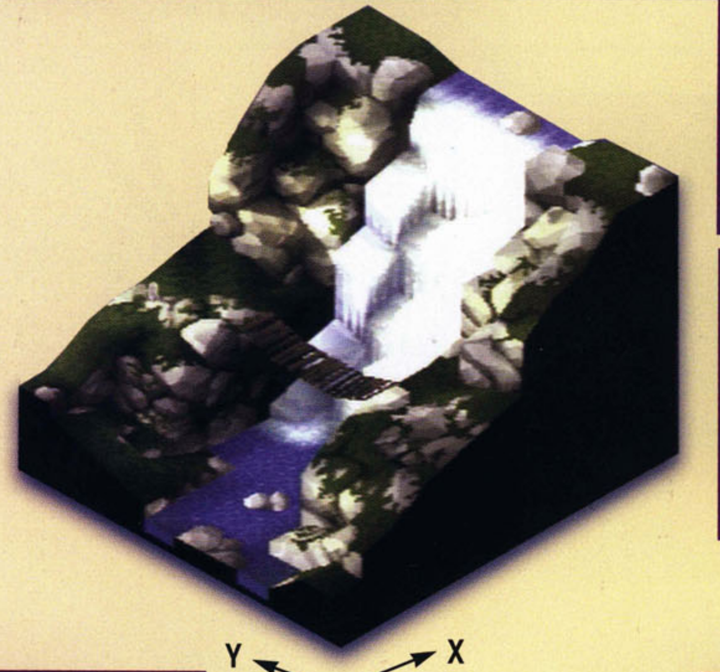
Suggested Attack Team Formation:

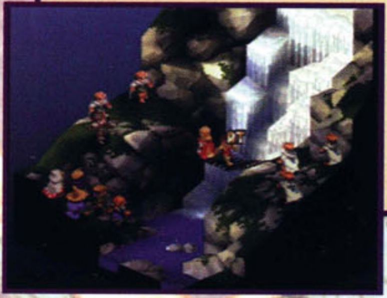


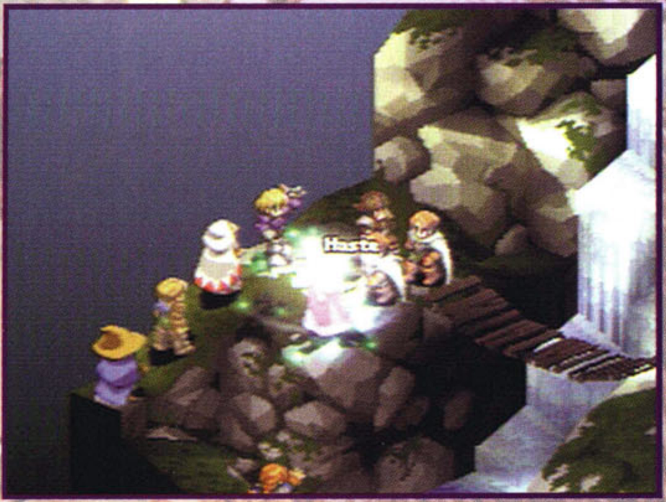
Lv.06 Exp.85
Hp 080/080
Mp 032/032
CT
07 Ariel
Priest
Brave 72 Faith 66
1st Squad
Capacity: 4

This battle takes place at the base of a rushing waterfall. However, looks can be deceiving; the bridge spanning the ravine is not the only way to cross. It's possible to traverse the waterfall and the lake below, even though movement is limited and certain areas are too deep to allow a character to act from that position. If you choose to cross via the waterway, use the targeting cursor to display the water depth so you can determine where you can end your move and still be able to act.

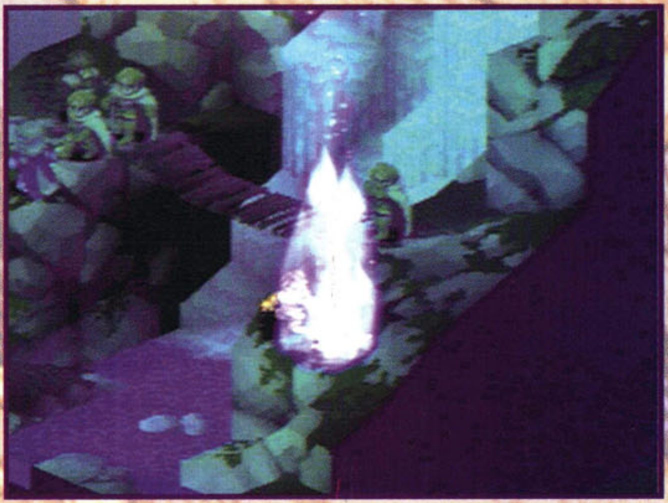








At the beginning of the battle, the princess will cast the MBarrier spell on herself. This endows her with Haste, Shell, Protect, Regen, and Reraise. Although these effects will lessen the damage she receives, remember that if you allow her to be attacked and she falls, you fail and must replay this battle.



The tide turns in this battle when Gafgarion reveals his true intentions and sides with the opposition. Now, *your* characters are on the receiving end of his vampiric Blood Sword. A good strategy for this battle is to concentrate on Gafgarion and the Knights next to him so your party can take control of one side of the bridge and control the enemy's attack points.

When you attack Gafgarion, focus multiple characters against him at once. If you don't, you'll prolong the battle, *and* give him the opportunity to restore his lost HP at your characters' expense.

Once you subdue Gafgarion and have control of the bridge, you should be able to eliminate the remaining Knights easily. Delita's sword spells aid you admirably in that task.

NOTE

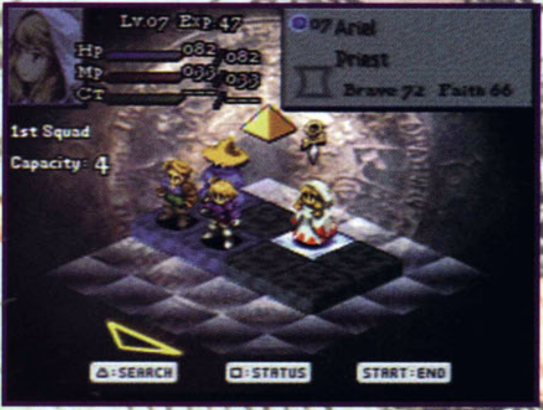
After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include: Chocobos, Pisco Demons, Skeletons, Flotiballs, Cuars, Morbols, Bull Demons, Knights, Wizards, and Time Mages.

BATTLE MAP 14

ZALAND FORT CITY

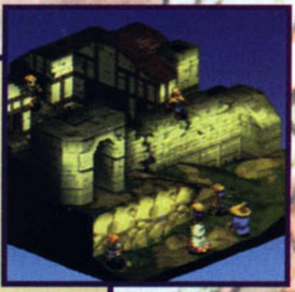
Objective: Defeat all enemies! *or* Save Mustadio!
Enemy Units: Knight x 2, Archer x 2, Wizard x 2
Difficulty Level: 3/5
Recommended Experience Level: 14
Treasure Data:
X:0 Y:2—Rainbow Staff or Potion
X:0 Y:9—Cypress Rod or Hi-Potion
X:4 Y:12—Mythril Shield or Ether
X:7 Y:6—Mythril Helmet or Echo Grass

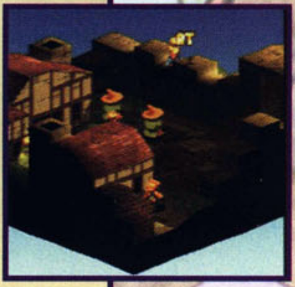
Suggested Attack Team Formation:

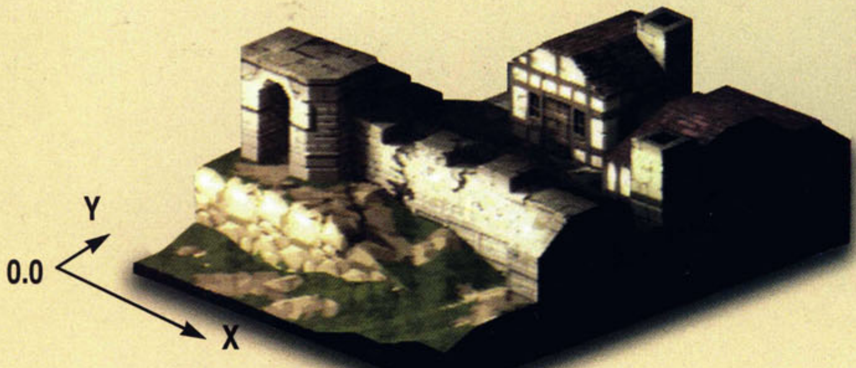

Lv.07 Exp.47
Hp 082 082
Mp 033 033
CT
07 Ariel
Priest
Brave 72 Faith 66
1st Squad
Capacity: 4
△:SEARCH
□:STATUS
START:END

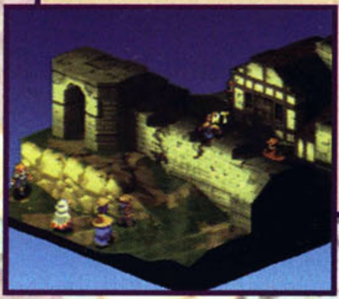
TIP

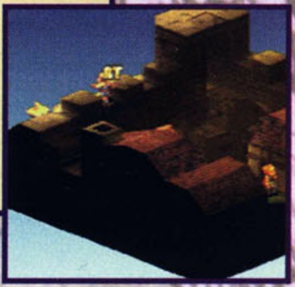
Although it seems improper, choosing "I don't want to get involved" instead of "We have to help him!" temporarily raises your party's Brave level by 5.

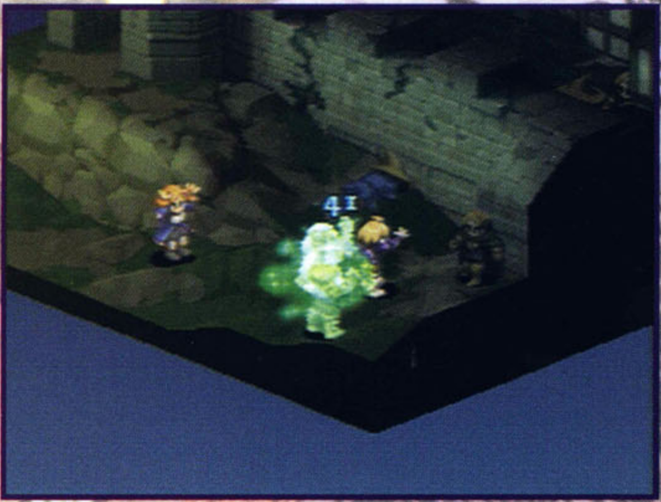


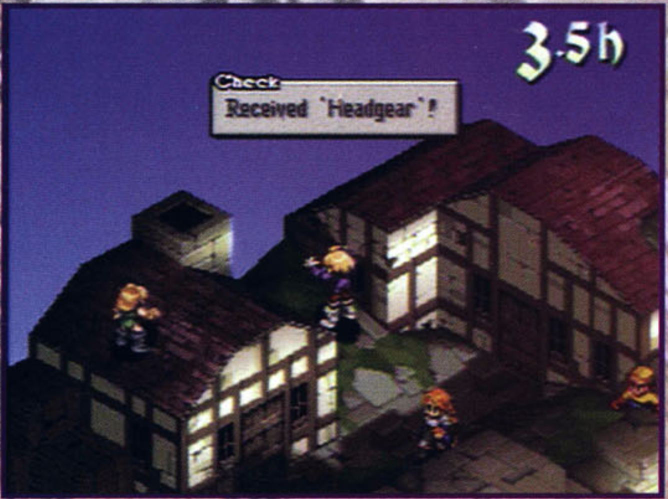










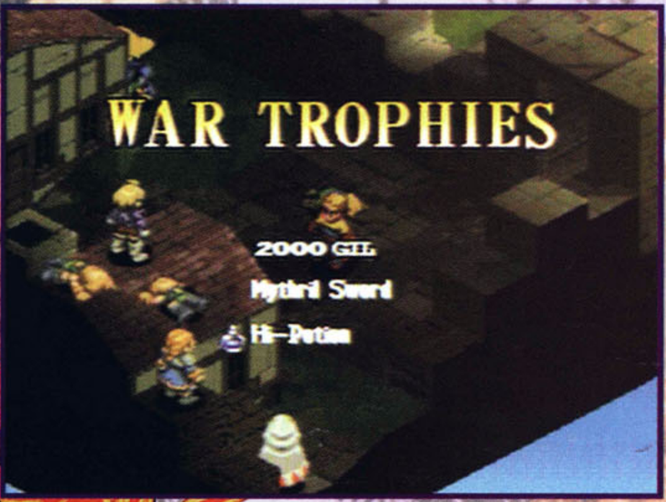


Check

Received 'Headgear'!

This will become another war of attrition if you can't remove the enemy Wizards from battle early. They command heavy Fire power, literally, and the Archers' range makes it seem like there's no place to hide. Mustadio is aggressive, and will attack from the onset. This will become a very short battle you must replay again and again if you don't envelope him with Shell and/or Protect spells from the beginning. These protective spells won't be wasted; he's a huge help in disabling the Archers' and Wizards' action abilities with his Arm Aim sniping ability.

By concentrating on the enemies Mustadio isn't targeting, the other members of your party should be able to decrease the number of enemies remaining on the battlefield before the Don't Act effects wear off.

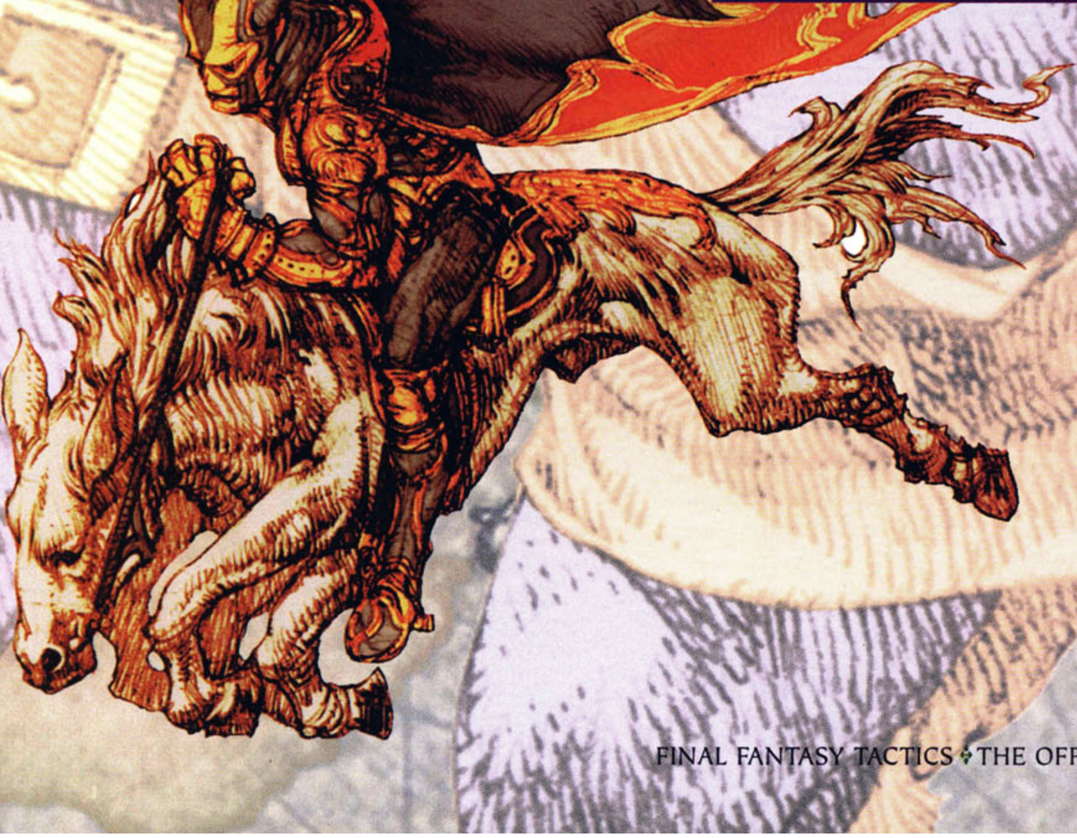


WAR TROPHIES

2000 GIL

Mythril Sword

Hi-Potion



BATTLE MAP 15

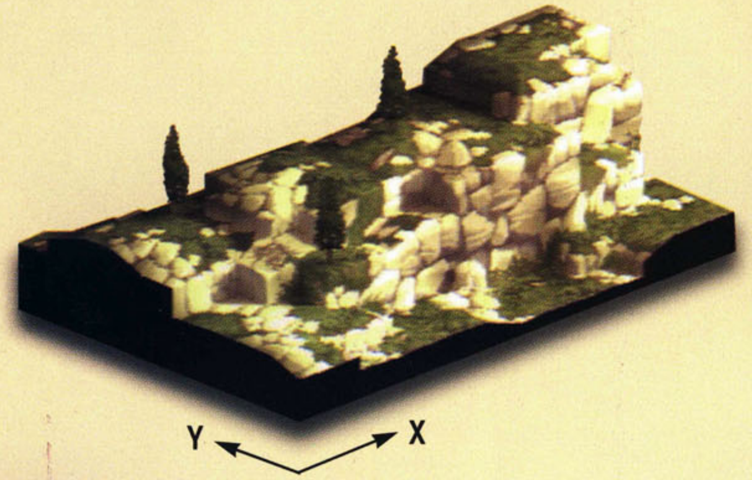
BARIAUS HILL

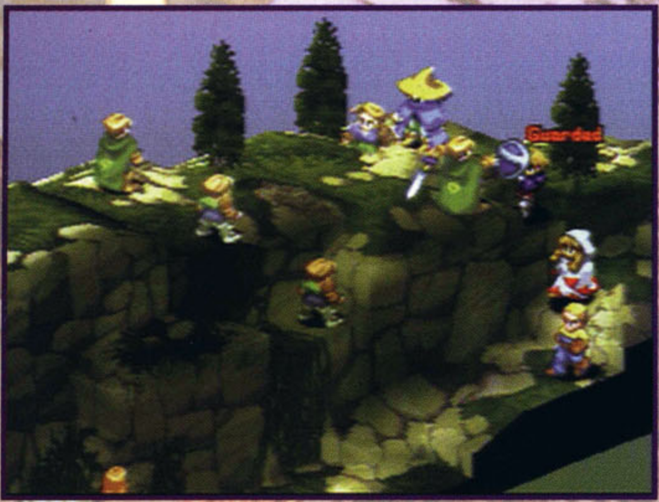
Objective: Defeat all enemies!
Enemy Units: Knight x 2, Summoner x 2, Archer x 2
Difficulty Level: 2/5
Recommended Experience Level: 16
Treasure Data:
X:3 Y:6—Triangle Hat or Soft
X:8 Y:0—Plate Mail or Phoenix Down
X:11 Y:6—Adaman Vest or Potion
X:13 Y:2—Power Wrist or Hi-Potion

L1
R1
Lv.08 Exp.66
HP 112/112
MP 039/039
CT ---/---
07 Ariel
Priest
Brave 74 Faith 66
1st Squad
Capacity: 4

Suggested Attack Team Formation:

Close the distance with the Archers and Summoners as quickly as possible in this battle. When the distance between your units and theirs is great, they launch wave after wave of Arrow and Elemental attacks, causing much HP damage. If the Summoners advance early, concentrate on them first, then the Archers. Summoner spells such as Shiva (Ice Elemental) and Ifrit (Fire Elemental) affect a wide area; a single blast can capture most of your characters if you're not careful.





As in the previous battle, both Mustadio and Agrias can be very helpful in subduing enemies, although you can't count on them to finish what they start.

NOTE

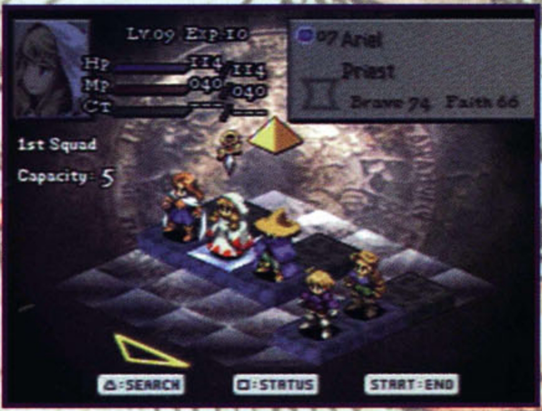
After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include: Chocobos, Bull Demons, Bombs, Archers, Summoners, Thieves, Monks, Wizards, and Time Mages.

BATTLE MAP 16

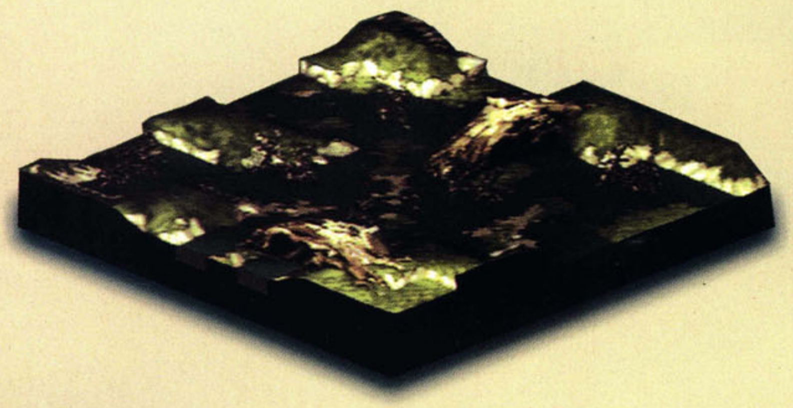
ZIGOLIS SWAMP

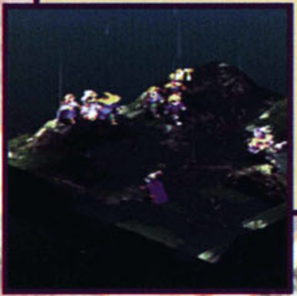
Objective: Defeat all enemies!
Enemy Units: Skeleton x 2, Bone Snatch x 1, Ghoul x 2, Flotiball x 1 or Morbol x 1
Difficulty Level: 2/5
Recommended Experience Level: 17
Treasure Data:
X:1 Y:0—Asura Knife or Ether
X:4 Y:4—Koutetsu Knife or Echo Grass
X:6 Y:11—Giant Axe or Soft
X:11 Y:1—Romanda Gun or Phoenix Down

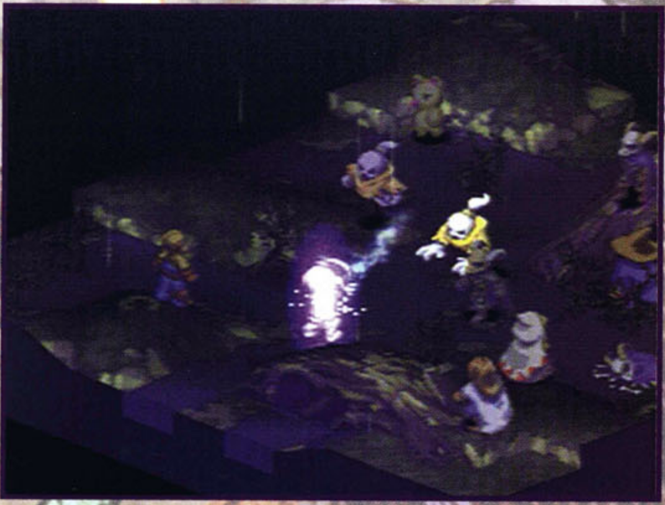
Suggested Attack Team Formation:


Lv.09 Exp.10
HP 114/114
MP 040/040
CT ---/---
07 Ariel
Priest
Brave 74 Faith 66
1st Squad
Capacity: 5

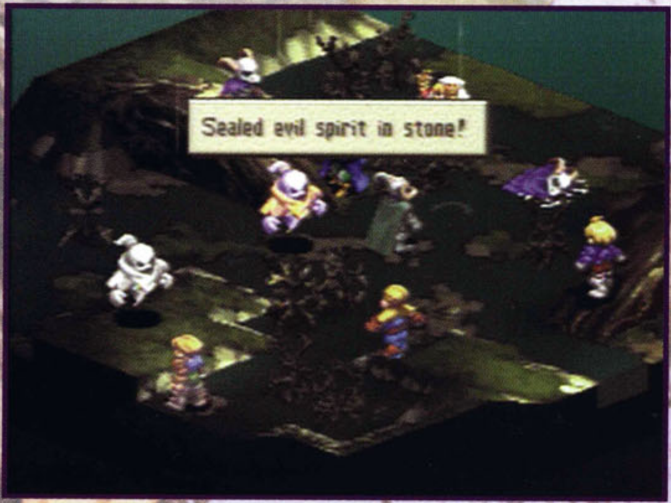
You may have stumbled across them during a random battle in the Araguay Woods, but this is the first staged battlefield where your party faces the chilling touch of Ghouls. Not only can they teleport to almost anywhere on the map, there's a good chance that after they meet their demise and their life counters expire, they'll return to life.







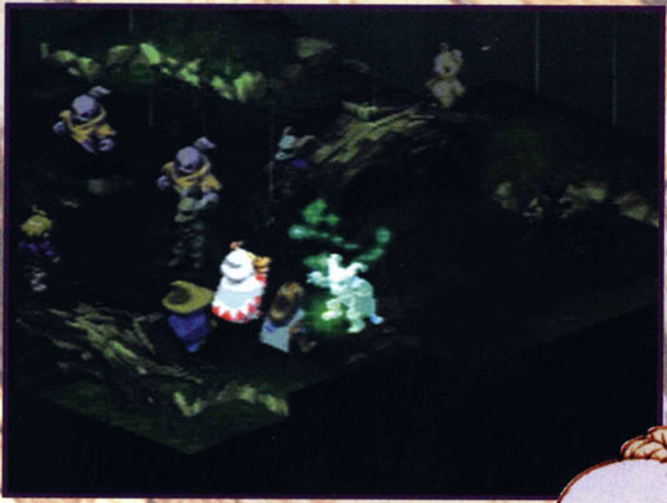
Mustadio's Seal Evil ability can petrify the Skeletons, Bone Snatches, and Ghouls with a single attack, allowing you to make quick work of them and concentrate on the other enemies at hand.



Sealed evil spirit in stone!

The water in this battlefield presents the other unseen danger. The murky waters in this swamp are poisonous to heroes and monsters alike! Although the swamp is relatively safe to cross through during movement, ending your turn in it will poison your character. A poisoned character loses HP with each passing AT until Antidote, Esuna, or Remedy is used on him or her or until the effects wear off.

The best strategy for this stage is to slowly and carefully advance your party, letting the enemy come to you. This allows you to control when and whom you attack.



TIP

Remember that you can make effective use of the Cure spell by casting it directly on a character and then moving him or her next to one of the ghastly beings. While its effects will raise your character's HP, the spell has the opposite effect on the undead.

NOTE

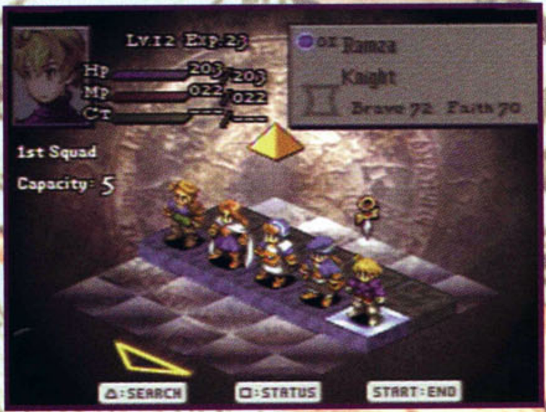
After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include: Panthers, Skeletons, Bull Demons, Ghouls, Morbols, Cocatoris, Archers, Summoners, Time Mages, and Wizards.

BATTLE MAP 17

SLUMS IN GOUG

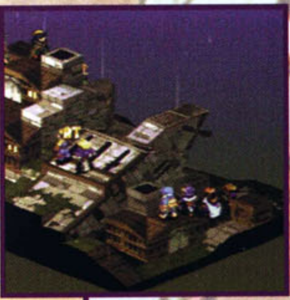
Objective: Defeat all enemies!
Enemy Units: Thief x 2, Archer x 2, Summoner x 2
Difficulty Level: 3/5
Recommended Experience Level: 19
Treasure Data:
X:2 Y:5—Crossbow or Potion
X:2 Y:8—Lightning Bow or Hi-Potion
X:4 Y:4—Ramia Harp or Ether
X:10 Y:2—Battle Dictionary or Echo Grass

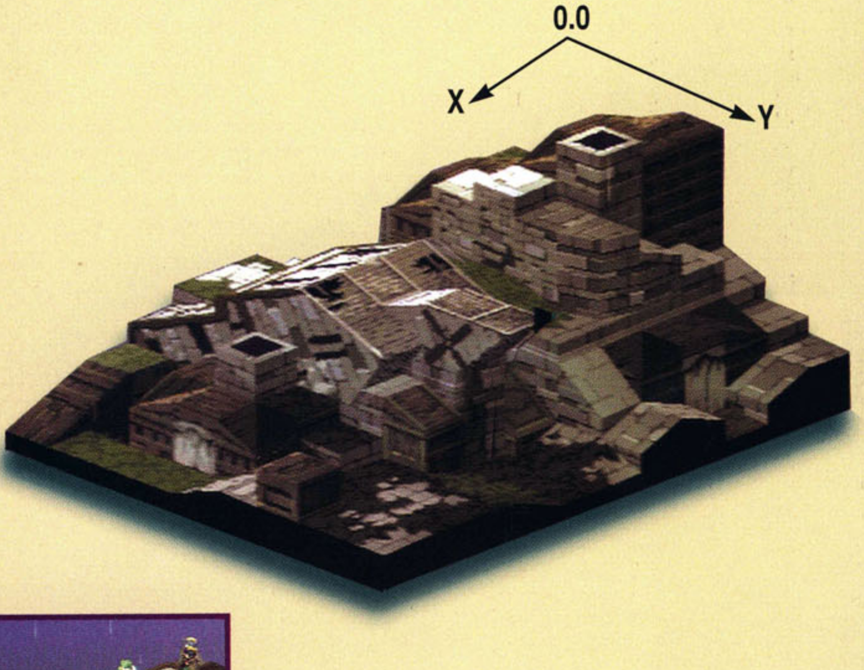
Suggested Attack Team Formation:

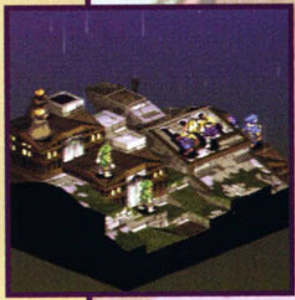

Lv.12 Exp.23
Hp 203/203
Mp 022/022
Ct
Ramza
Knight
Brave 72 Faith 70
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

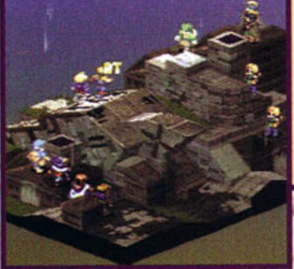
TIP

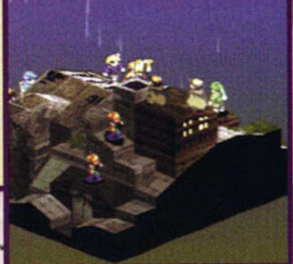
While in Goug "Machine City," take the time to purchase a few Romanda Guns. If you change one (or two) of your characters back to the Chemist class, these long-range weapons will come in handy for the next battle.

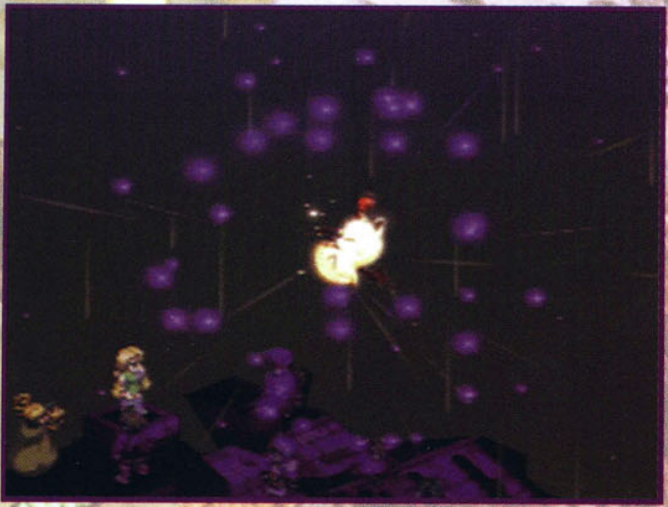




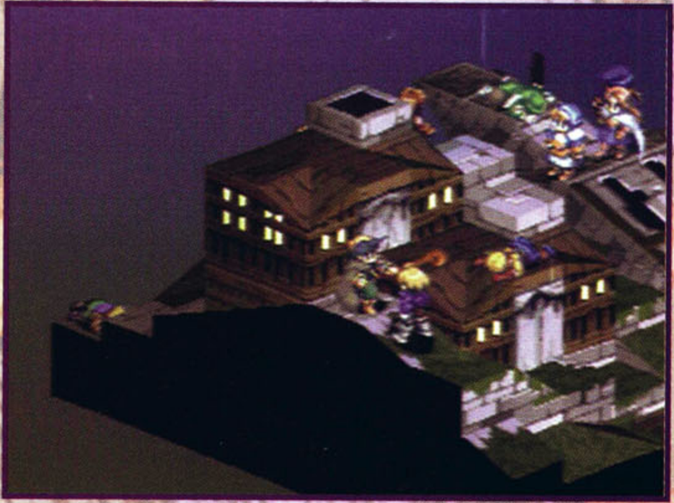




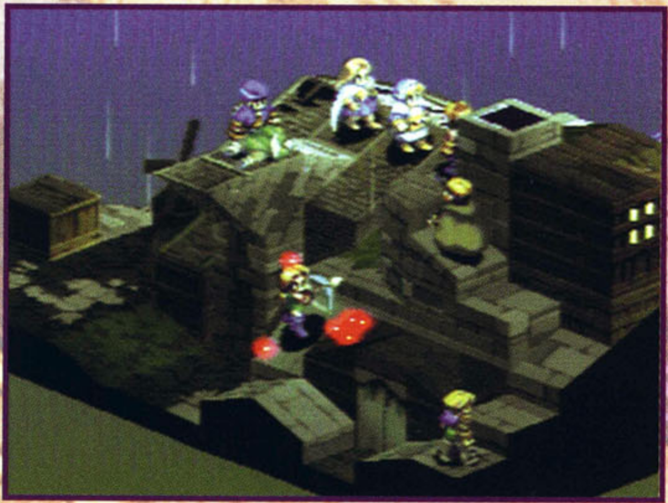




Unless you've been building up your characters with random battles or have equipped a few Romanda Guns, this battle will be long and arduous. The Thieves will continually try to charm members of your party while the Archers target them from afar. When you factor in the two Summoners, you've really got your hands full!



After you've disposed of the two Summoners, concentrate on the Archers before you finish up with the Thieves.



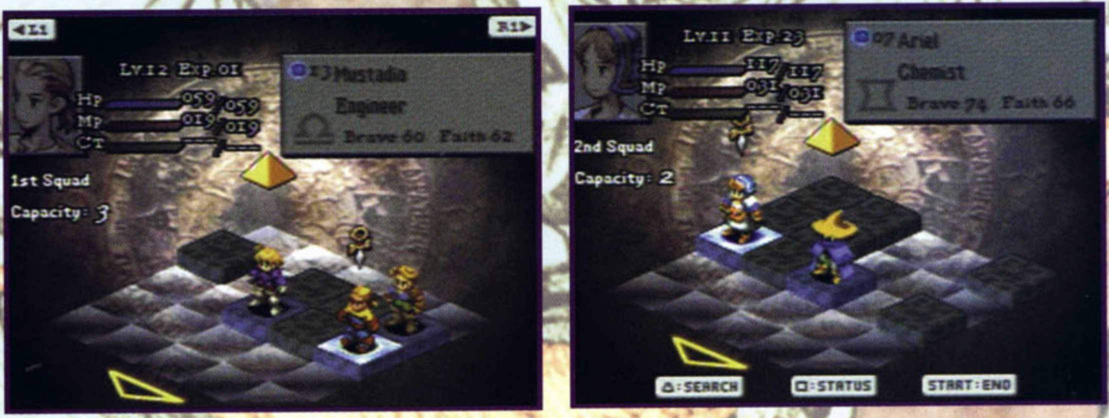
The key to winning this battle is to continue attacking the Summoners once you've begun. Their ability to cast Moogle, which affects multiple panels at once, allows them to heal a good portion of their forces in a single turn. If you've armed a couple of Chemists with guns, eliminating a Summoner early on can help turn the tide of the battle quickly.

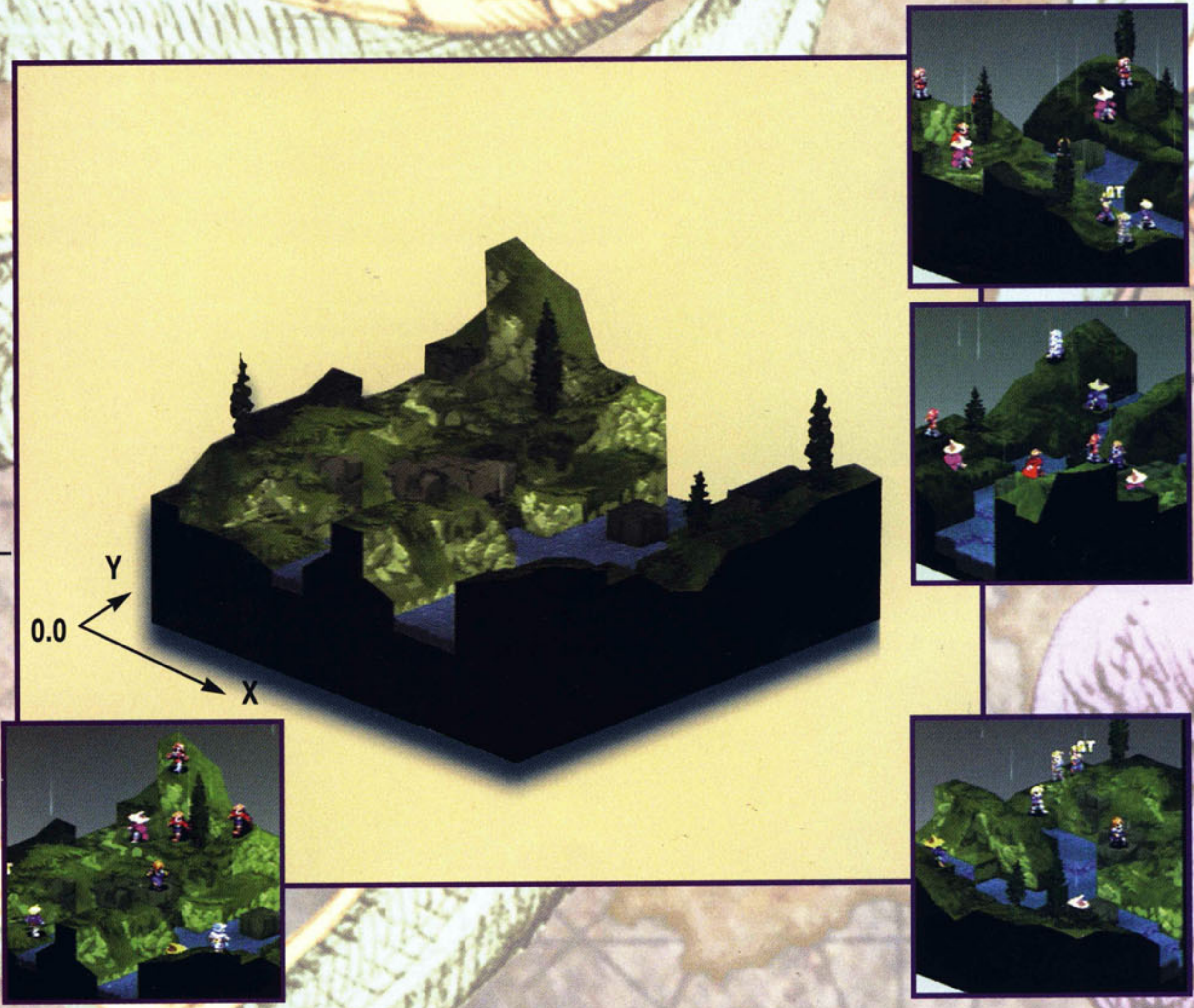
BATTLE MAP 18

BARIAUS VALLEY

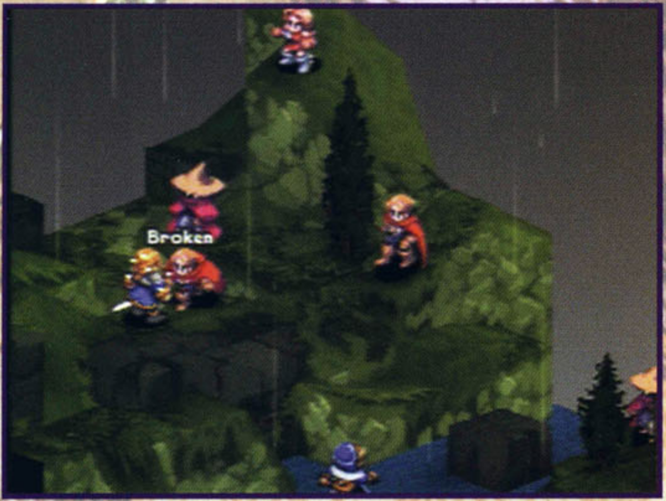
Objective: Save Agrias!
Enemy Units: Knight x2, Archer x2, Wizards x2
Difficulty Level: 2/5
Recommended Experience Level: 20
Treasure Data:
X:0 Y:11—Javelin or Soft
X:1 Y:2—Battle Bamboo or Phoenix Down
X:11 Y:7—Fire Ball or Potion
X:11 Y:11—Water Ball or Hi-Potion

Suggested Attack Team Formation:


L1
R1
Lv.12 Exp.01
Hp 059/059
Mp 019/019
CT
13 Mustadio
Engineer
Brave 60 Faith 62
1st Squad
Capacity: 3
Lv.11 Exp.23
Hp 117/117
Mp 031/031
CT
07 Ariel
Chemist
Brave 74 Faith 66
2nd Squad
Capacity: 2
△:SEARCH
□:STATUS
START:END



The opening of Battle 18 finds you and your troops rescuing Princess Ovelia's bodyguard, Agrias. Fortunately, Agrias is well-armored and skilled in the ways of the Holy Knight. With the exception of maybe a potion or two, she's pretty good at taking care of herself. You'll find her more pivotal in this battle than your previous "rescuees." Furthermore, if you fulfill the Winning Conditions, she'll join your party as a member, not merely a guest. Under no circumstances should you refuse her services! Her Holy Knight skills (especially once you've bought her more powerful action skills) are invaluable and will make her a prominent party member.



This battle is actually pretty straightforward, featuring enemy types that should be well-known to you now. Because your army will be split into two squads based on either side of the river, make sure your teams have equal offensive and defensive skills equipped. Use magic and other long-range attacks to take care of the Wizard and Archer on the right bank, and immobilization skills to hinder the Wizard and Knight placed close to Agrias on the left bank. Mustadio's sniping abilities are invaluable for freezing the attack abilities of stronger enemies, allowing you to move your heavier players into attack range.

NOTE

After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include: Bombs, Summoners, Archers, Chocobos, Wizards, Time Mages, Bull Demons, and Thieves.

7.5h
02/12 Lv.12 Exp.13
Hp 020 129
MP 019 031
CT 100 100

TIP

CheckPoint!

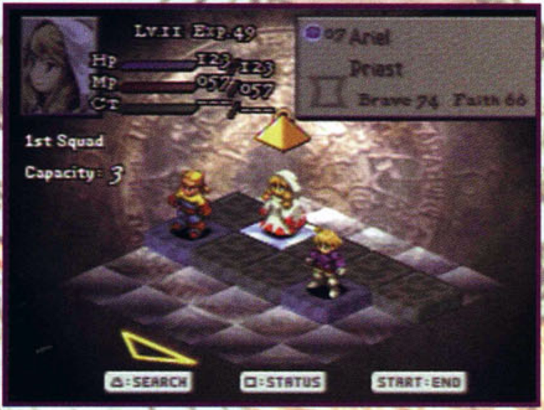
After you finish this battle, head back to Warjilis "Trade City" to re-arm and re-armor your more lightly equipped characters. Also, if you find yourself in need of a few extra JPs, consider spending a few minutes on the side quests you'll find in the bars in Warjilis and Goug. The next battle will be tough, so be prepared!

BATTLE MAP 19

GOLGORAND EXECUTION SITE

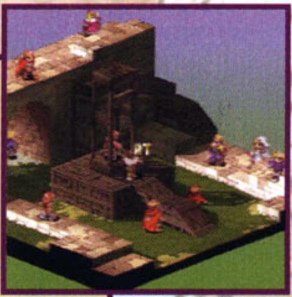
Objective: Defeat all enemies!
Enemy Units: Gafgarion (Dark Knight), Knight x 3, Archer x 2, Time Mage x 2
Difficulty Level: 4/5
Recommended Experience Level: 22
Treasure Data:
X:0 Y:8—Lightning Ball or Ether
X:4 Y:3—Gold Shield or Echo Grass
X:7 Y:2—Gold Helmet or Soft
X:7 Y:8—Green Beret or Phoenix Down

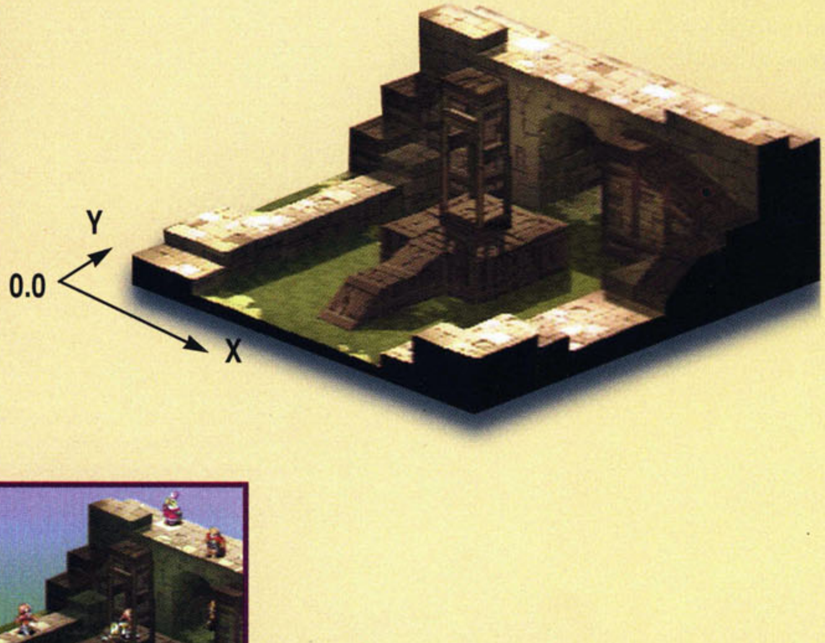
Suggested Attack Team Formation:

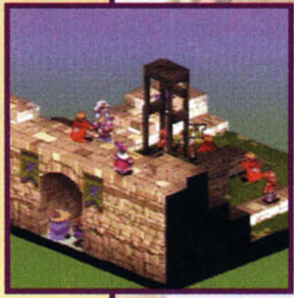


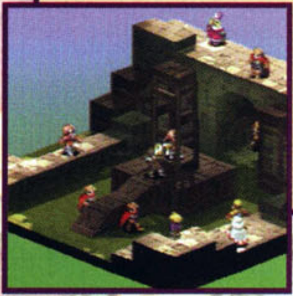
Lv.11 Exp.49
Hp 123/123
Mp 057/057
CT
07 Ariel
Priest
Brave 74 Faith 66
1st Squad
Capacity: 3

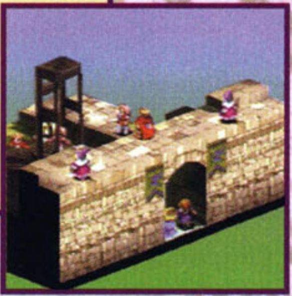
Of course, you knew it was a trap, right? The Dark Knight, Gafgarion, is back, and this time he's got your troops right where he wants them! Or at least, he thinks he does. This fight is the first of Chapter Two's end battles, and one of the more difficult battles you've faced so far. Not only are your troops divided and outnumbered, but Gafgarion's sword skills will leave them feeling inferior.



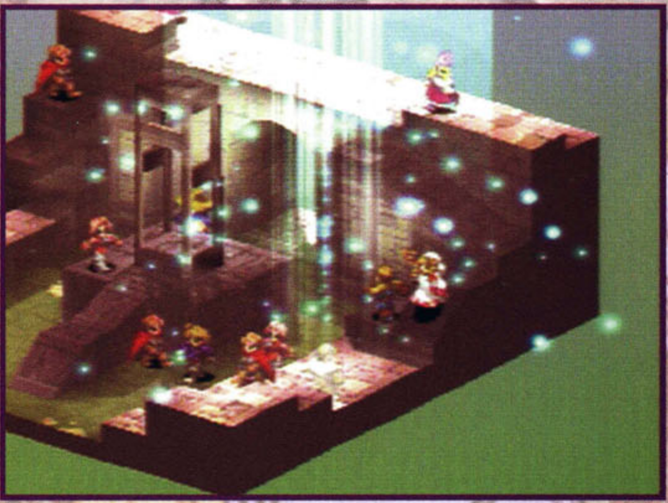


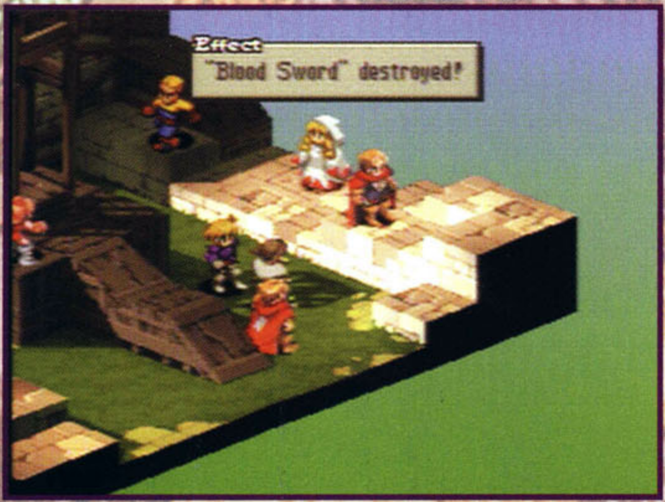






Because you've already had a taste of what Gafgarion is like as an opponent, you should have some idea of the steps you must take to defeat him. His powers as a Dark Knight allow him to perform devastatingly long mid-ranged attacks that drain an opponent's HPs and apply them to himself. Because he can regain much of the damage your team inflicts literally with one slash of his sword, you want to do one of two things. You can try to double and triple-team him and hope your efforts are enough to wipe him out swiftly, or you can use one of many action skills to immobilize him. Mustadio's sniping skills—Arm Aim and Leg Aim—are perfect for this task. The Knight's break skill, Weapon Break, works well, too. If Gafgarion can't use his Dark Knight attacks, you'll have a much easier time defeating him.





Effect

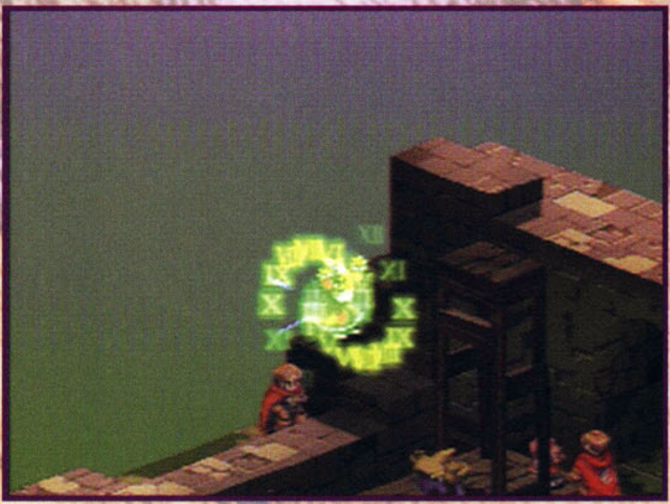
"Blood Sword" destroyed!

TIP

CheckPoint!

The next two battles take place one right after the other, with only a moment to save and reconfigure your troops. Make sure you have enough potions and spells before you commit to Battle 20. Once you begin, you can't exit the series until you finish the last battle or restart at a save point.

After you take care of Gafgarion, the rest of the battle will fall into familiar patterns. Although not easy, taking out the remaining enemy units should go smoothly provided you keep your characters in good health and out of range of the Time Mage's Slow and Don't Move spells. Consider equipping your units with the Archer's reaction skill, Arrow Guard, and the Concentrate support skill. Arrow Guard is self-explanatory and gives you a better chance of escaping the Archers' attacks. Concentrate makes your attacks more accurate. Another good tactic is to use the Thief's Steal Hearts action ability to charm one (or more) of the opponents. This will level the playing field, at least temporarily.



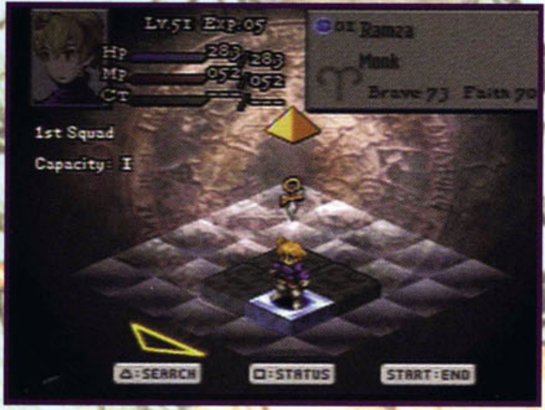
BATTLE MAP 20

AT THE GATE OF LIONEL CASTLE

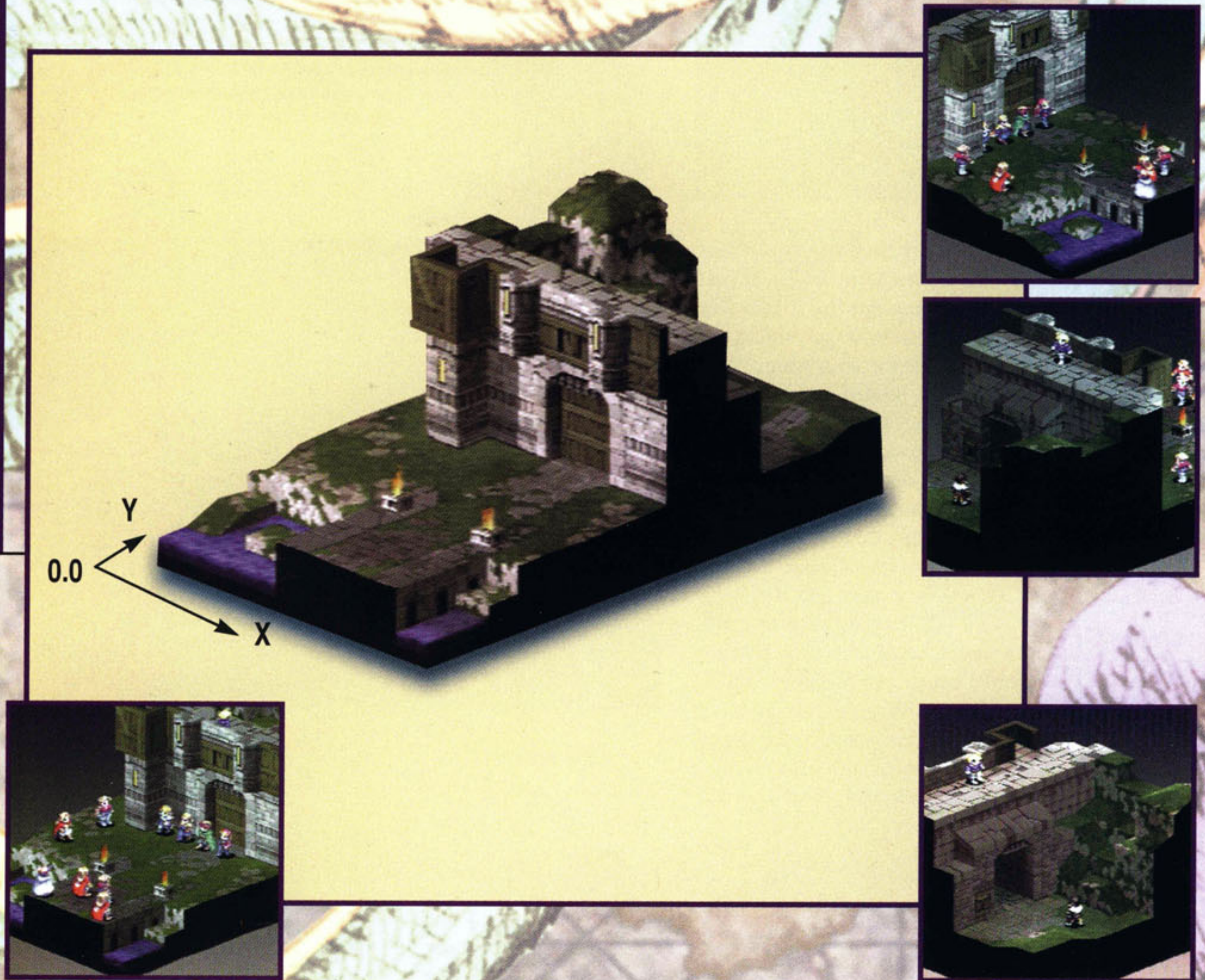
Objective: Defeat all enemies!
Enemy Units: Gafgarion (Dark Knight), Knight x3, Archer x2, Summoner x1
Difficulty Level: 5/5
Recommended Experience Level: 23
Treasure Data:

X:1 Y:7	Gold Armor or Potion
X:2 Y:1	Wizard Outfit or Hi-Potion
X:2 Y:12	Wizard Robe or Ether
X:3 Y:7	Rubber Shoes or Echo Grass

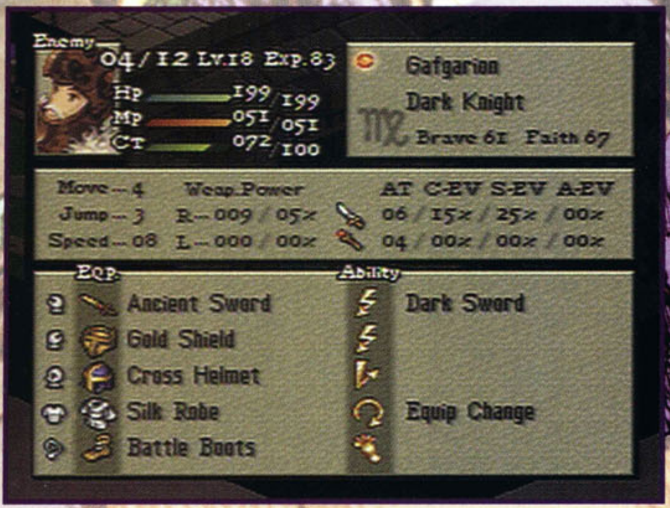
Suggested Attack Team Formation:


Lv.51 Exp.05
HP 283/283
MP 052/052
CT
01 Ramza
Monk
Brave 73 Faith 70
1st Squad
Capacity: 1
△:SEARCH
□:STATUS
START:END

Gafgarion returns in another battle that will keep you on the edge of your seat. This time around, Ramza faces the Dark Knight alone, while the rest of the attack team deals with problems of their own. This is another difficult battle, on a par with the one you just finished (Battle 19).



First you must address the difficulty of dividing the Attack Teams. Depending upon the strength and composition of your units, Ramza and the gang may or may not be capable of dealing with the leader's separation from the party. If it looks like Ramza can't defeat Gafgarion alone, you may want Ramza to sprint to the panel that contains the gate's lever. Once the gate is open, your party can work as a team once again to defeat both enemy groups.



Enemy
04 / 12 Lv.18 Exp.83
Hp 199/199
Mp 051/051
CT 072/100

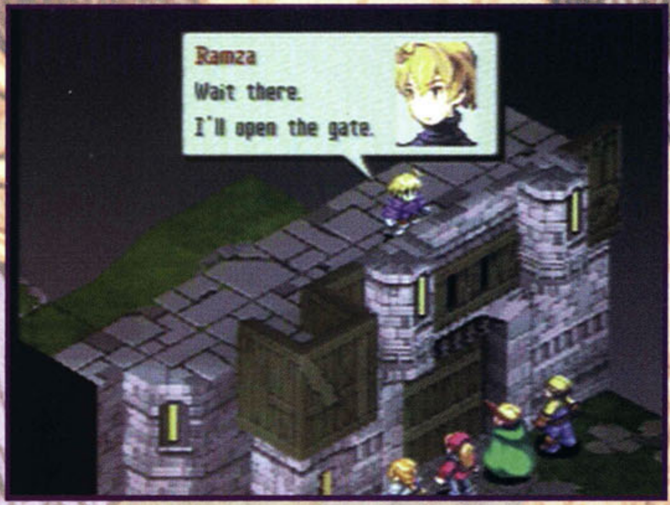
Gafgarion
Dark Knight
Brave 61 Faith 67

Move -- 4 Weap.Power AT C-EV S-EV A-EV
Jump -- 3 R -- 009 / 05% 06 / 15% / 25% / 00%
Speed -- 08 L -- 000 / 00% 04 / 00% / 00% / 00%

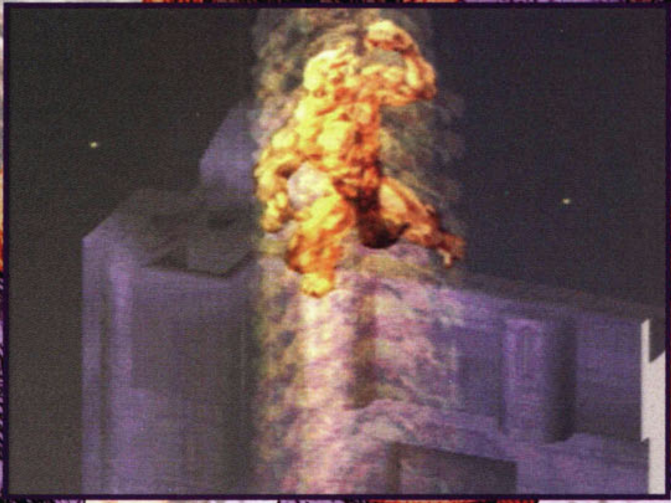
Eqp.
Ancient Sword
Gold Shield
Cross Helmet
Silk Robe
Battle Boots

Ability
Dark Sword
Equip Change

On the other hand, if Ramza can perform attacks that either offset the draining effects of Gafgarion's attacks(in the 75 to 100 HPs + range) or can hinder him from attacking effectively (for example, Weapon Break or Don't Attack), your best bet is to take out Gafgarion—for good this time! As a bonus for not killing him last, you'll immediately gain access to Gafgarion's crystal.



Ramza
Wait there.
I'll open the gate.

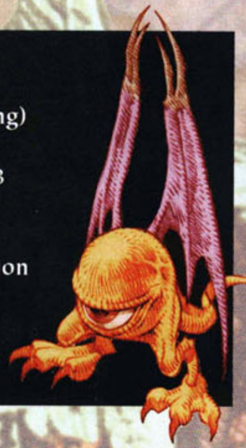


The remaining enemy units are arrayed on the battlefield so that spells with a large effect radius (such as the Summoner's) will work to cause damage to a large number of people. This is another battle where using immobilization skills combined with mid- to long-range attacks will be the most effective tactic until you've whittled down the enemy's numbers.

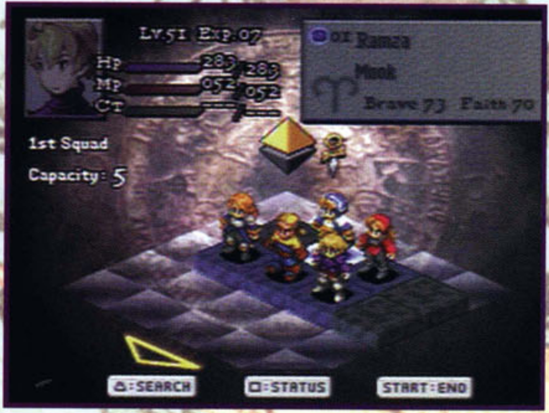
Gafgarion
Ugnn...is this...the end?

BATTLE MAP 21
INSIDE LIONEL CASTLE

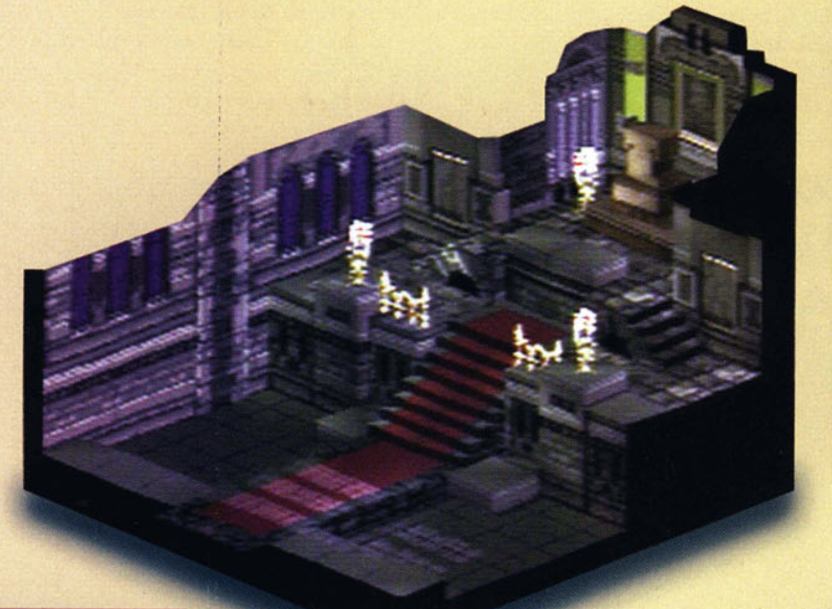
Objective: Defeat Queklain!
Enemy Units: Queklain (Impure King)
Difficulty Level: 4/5
Recommended Experience Level: 23
Treasure Data:
X:3 Y:6—Defense Ring or Potion
X:3 Y:8—Defense Armlet or Hi-Potion
X:4 Y:6—Wizard Mantle or Ether
X:4 Y:8—Bizen Boat or Remedy

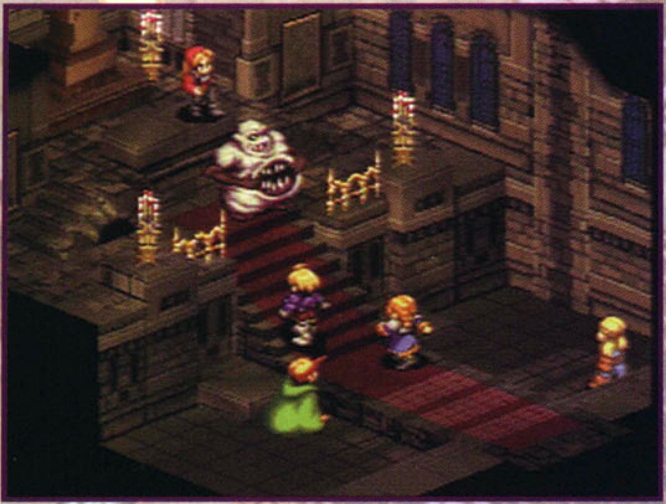


Suggested Attack Team Formation:

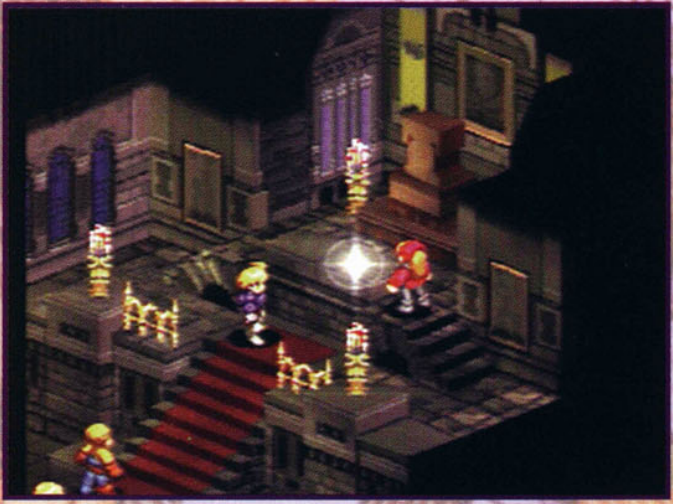

Lv.51 Exp.07
Hp 283/283
MP 052/052
CT
Ramza
Monk
Brave 73 Faith 70
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

With Gafgarion dead, who's left to fight? If you thought battling Cardinal Draclau would be easy, think again. This battle introduces you to the game's real bosses—the Zodiac Monsters! Possessed by the Scorpio stone, Draclau transforms into the hideous Impure King, Queklain, and it's your job to stop him

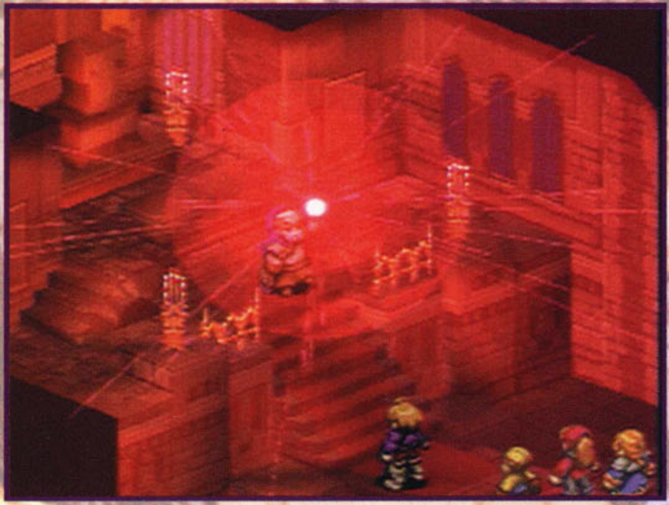




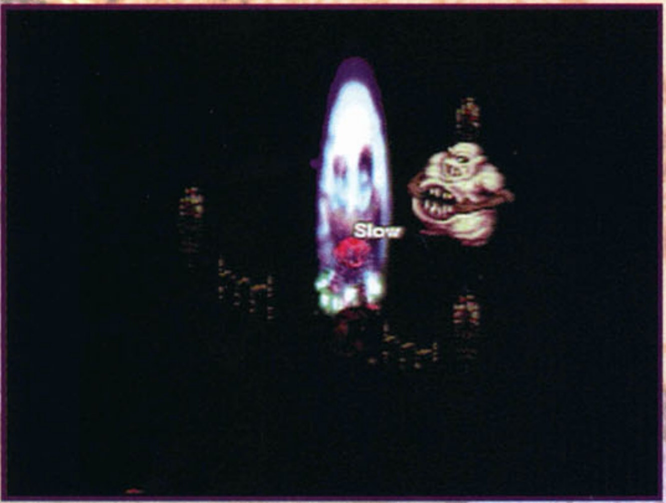
To succeed in this battle, make sure your party is equipped with skills and accessories that increase their attack strength, speed and movement radius, and their ability to defend against magic attacks. Because Queklain is vulnerable to Holy attacks, you might want to keep that skill handy, as well. In general, you can attack him as you would any normal character. You just have to be wary of his tricks.

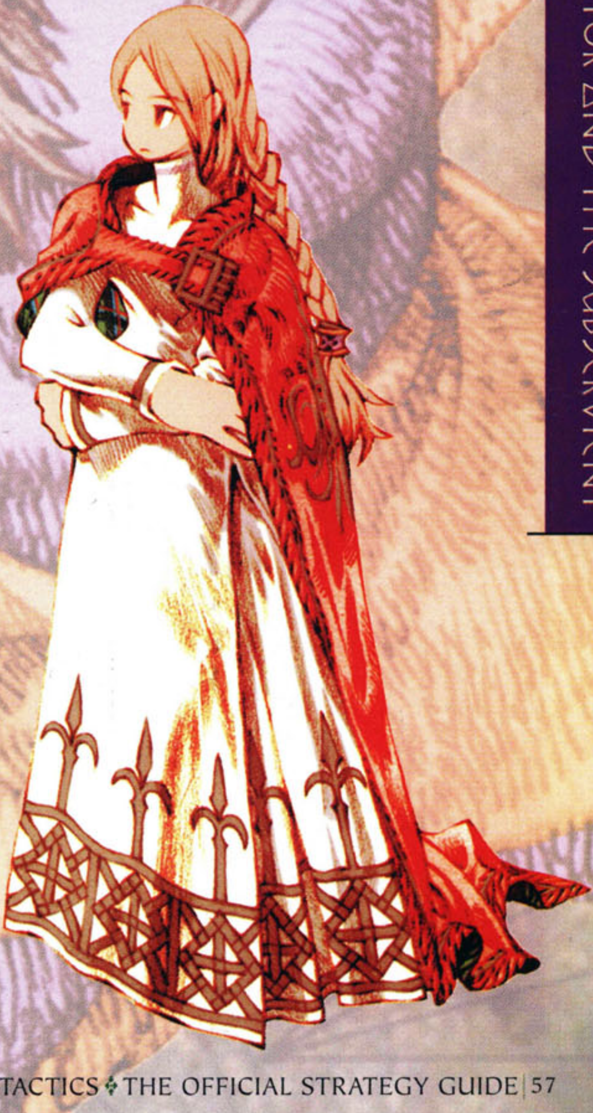


A characteristic that all Zodiac Monsters share is their ability to cast large spells that are primarily status-anomaly based. Queklain's default spell, Nightmare, casts things like Sleep and Death Sentence on your units to prevent their attacks. For this reason, make sure at least one of your characters has the Remedy ability equipped.



Space your characters out as much as possible during combat to prevent Queklain's magic from affecting more than one at a time. This is difficult within the confines of the formation grid, so prepare for anything that might come your way





CHAPTER THREE

THE VALIANT

With the battle against Queklain fresh in his mind, Ramza sets out to discover who's manipulating the Lion War and for what purpose. As he nears the truth, the stakes turn personal when one of his family members gets caught up in the quest for the Zodiac Stones.

Mission One: A Visit to Zalbag

Convinced of a plot to overthrow the Ivalician monarchy, Ramza travels to the Imperial Capital of Lesalia to enlist his brother's help. He doesn't know a charge of heresy awaits him.

1. Dorter Trade City

2. Goland Coal City
   Battle 22: Goland Coal City

3. Lesalia Imperial Capital
   Battle 23: At the Back Gate of Lesalia Castle
   Event: Alma briefly joins your party as a guest

Mission Two: The Race for the Virgo Stone

Alma knows the location of the Virgo Stone, but can she find it before Wiegraf? A chase through Orbonne Monastery leads to both loss and discovery.

1. Orbonne Monastery
   Battle 24: Underground Book Storage Second Floor
   Battle 25: Underground Book Storage Third Floor
   Battle 26: Underground Book Storage First Floor

Mission Three: Rescuing Alma

The search for Ramza's sister leads to the discovery of new allies and a cataclysmic standoff with an old rival. Regardless of the outcome, Ramza is in too deep to back out now!

1. Dorter Trade City

2. Grog Hill

Battle 27: Grog Hill

3. Yardow Fort City

Battle 28: Yardow Fort City

Event: The Heaven Knight, Rafa, joins your party as a guest.

4. Yuguo Woods

Battle 29: Yuguo Woods

5. Riovanes Castle

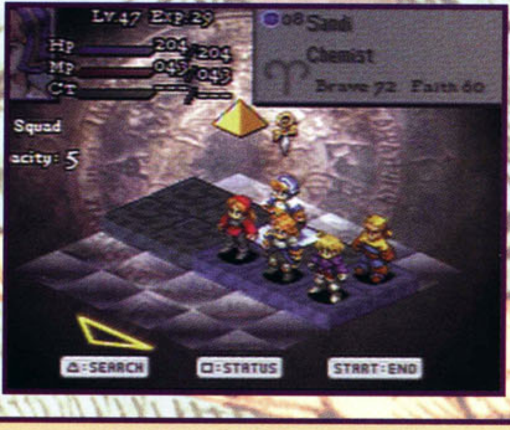
Battle 30: At the Gate of Riovanes Castle
Event: Rafa leaves your party.
Battle 31: Within Riovanes Castle
Battle 32: Roof of Riovanes Castle
Event: Rafa and Malak join your party as members.

BATTLE MAP 22

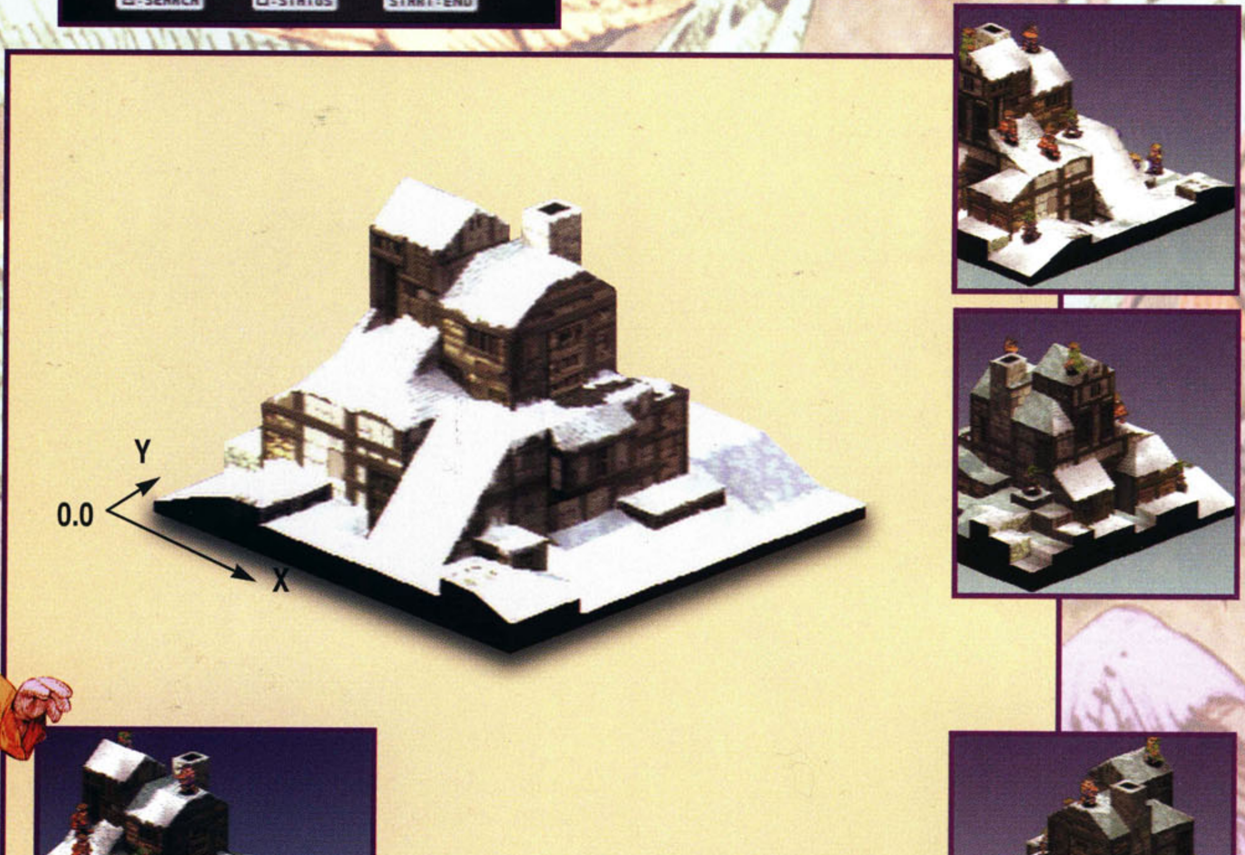
GOLAND COAL CITY

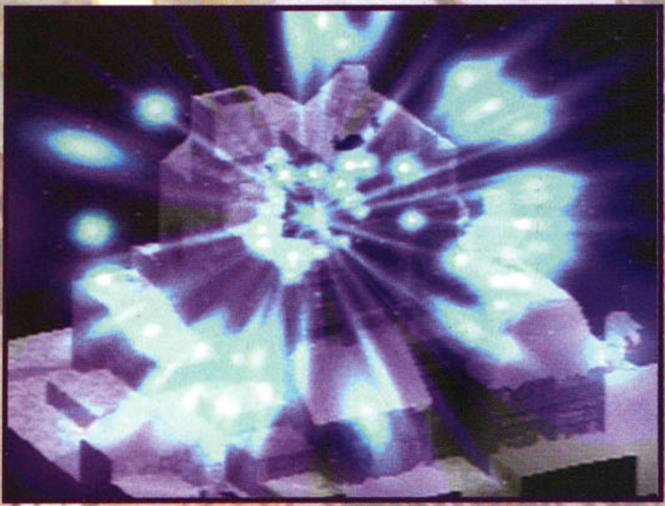
Objective: Save Olan!
Enemy Units: Mediator x 1, Thief x 3, Chemist x 2
Difficulty Level: 2/5
Recommended Experience Level: 25
Treasure Data:
X:0 Y:9—Wizard Staff or Phoenix Down
X:4 Y:1—Flail or Holy Water
X:4 Y:6—Spear or Potion
X:4 Y:6—Cross Helmet or Hi-Potion

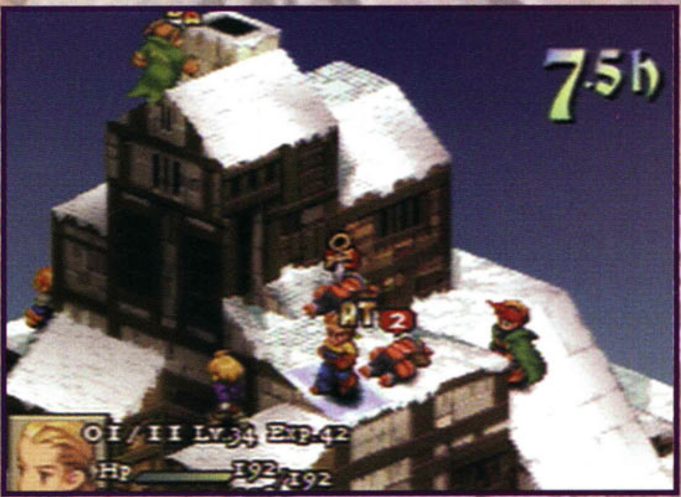
Suggested Attack Team Formation:


Lv.47 Exp.29
08 Sandi
Chemist
Hp 204 204
Mp 049 049
CT
Brave 72 Faith 60
Squad
acity: 5
△:SEARCH
□:STATUS
START:END

Battle 22 opens with the enigmatic Olan Durai (author/compiler of the Zodiac Brave story) running from a group of Thieves. Your objective for this battle is to save Olan, a task quickly rendered unnecessary once Olan unleashes his special ability on the enemy units.

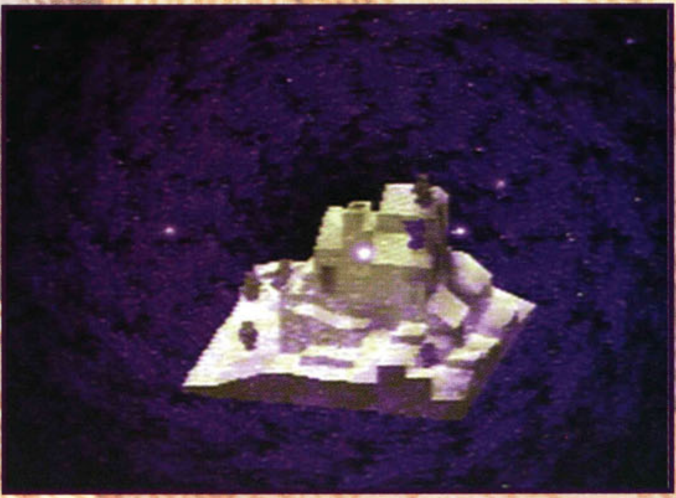






Olan is classed as an Astrologist, possessing Starry Heaven skills. The one he'll use in this battle is the striking Galaxy Stop. This spell causes a variety of immobility status anomalies to befall *all* enemies on the battlefield. Although your opponents can still guard or evade the attack, chances are the first couple of castings will affect at least half the enemy troops. Units caught under the thrall of Galaxy Stop are afflicted with Don't Move, Don't Attack and/or Stop.

The Chemists in this battle have a new type of gun that does a hefty amount of damage from a long distance. Using the ability Steal Weapons gives you a good shot at claiming one (or two!) of these for your own use without the hassle of traveling back to Goug. Plus, stealing a character's weapon leaves him/her unarmed, causing his/her attack strength to plummet. Keep in mind that Chemists aren't very good with their bare fists!

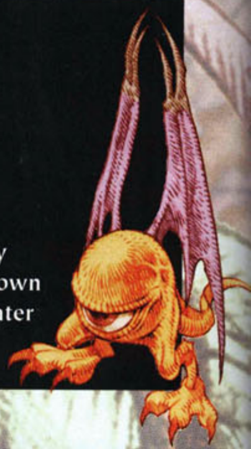


Your two main tasks for this battle are to neutralize the Thieves and steal the Mythril Guns from the Chemists. The Thieves are especially deadly here as their default attack is to steal the hearts of your most powerful characters. This is nothing new, but the effect here, now that your characters are more powerful themselves, can be disastrous. Try to take out the one approaching from the left before she has a chance to attack. If one of your characters is charmed, make sure that, when you attack them to break their thrall, you use a very weak attack!

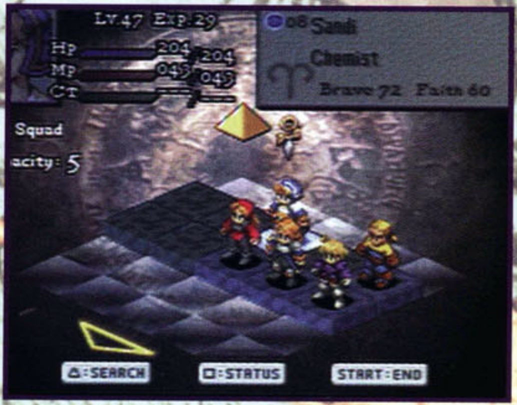
BATTLE MAP 23

BACK GATE OF LESALIA CASTLE

Objective: Defeat Zalmo!
Enemy Units: Zalmo (Holy Priest), Knight x 3, Monk x 2
Difficulty Level: 3/5
Recommended Experience Level: 26
Treasure Data:
X:0 Y:10—Brigandine or Ether
X:8 Y:0—Diamond Armlet or Remedy
X:9 Y:8—Hidden Knife or Phoenix Down
X:9 Y:10—Ancient Sword or Holy Water



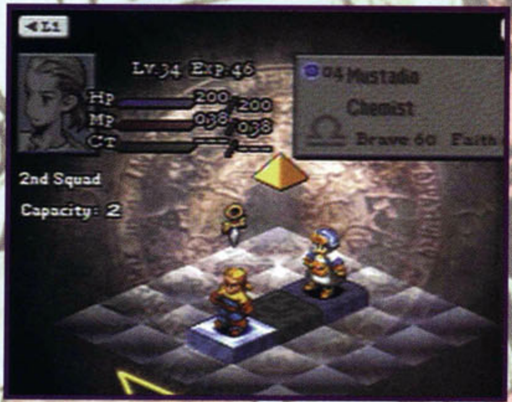
Suggested Attack Team Formation:



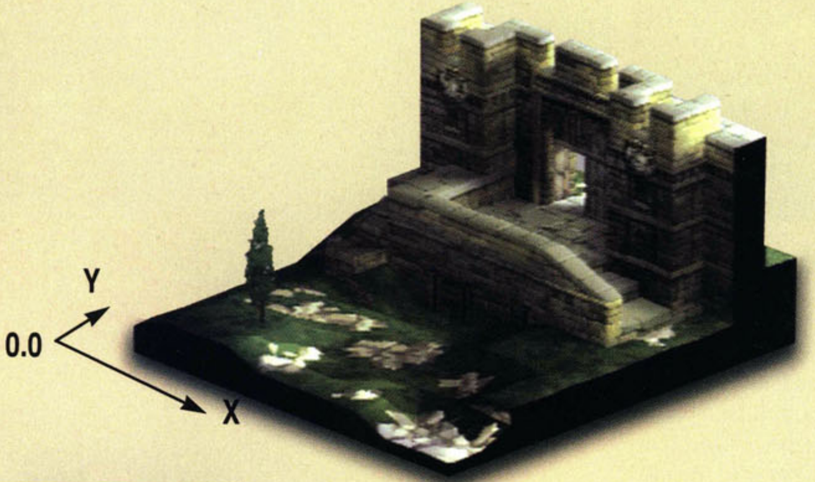
Lv.47 Exp.29
Hp 204/204
MP 045/045
CT
08 Sandi
Chemist
Brave 72 Faith 60
Squad
acity: 5

FIRST BATTALION

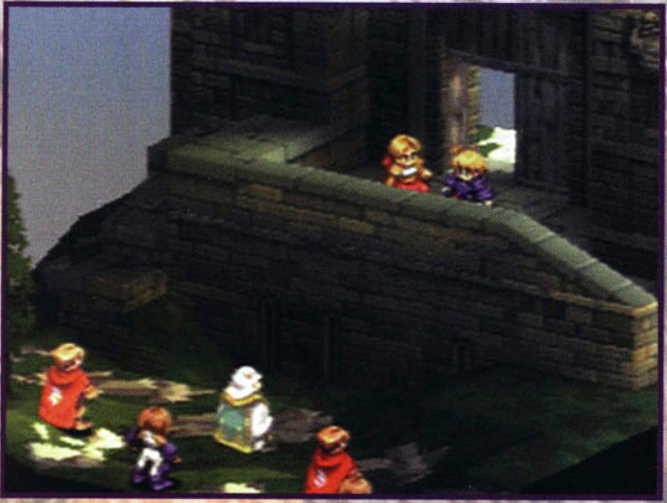
SECOND BATTALION



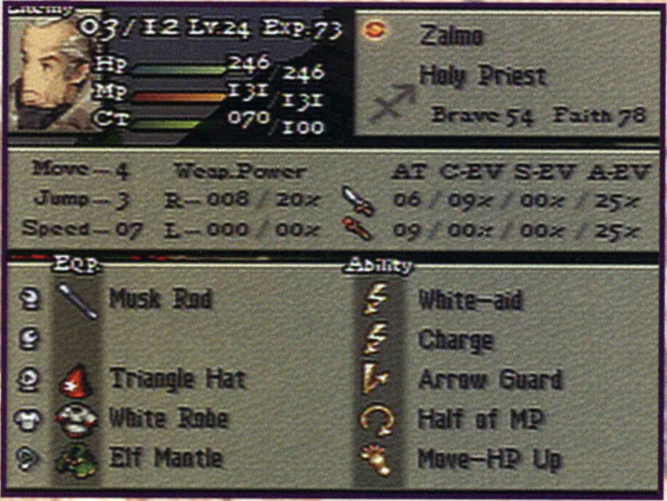
Lv.34 Exp.46
HP 200/200
MP 038/038
CT
04 Mustadio
Chemist
Brave 60 Faith
2nd Squad
Capacity: 2



As if Ramza didn't have enough to worry about! First the Zodiac Stones, then his little sister, and now a charge of heresy! This battle has you fighting the Holy Priest, Zalmo, and his troops.



Although the battle isn't difficult (Zalmo spends most of his ATs healing and protecting his warriors), it's time-consuming, as you're dealing with physically strong fighters.

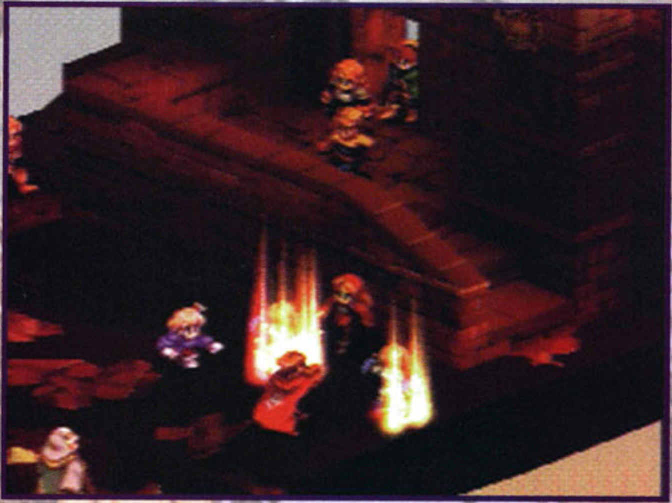


Enemy
03/12 Lv.24 Exp.73
HP 246/246
MP 131/131
CT 070/100
Zalmo
Holy Priest
Brave 54 Faith 78

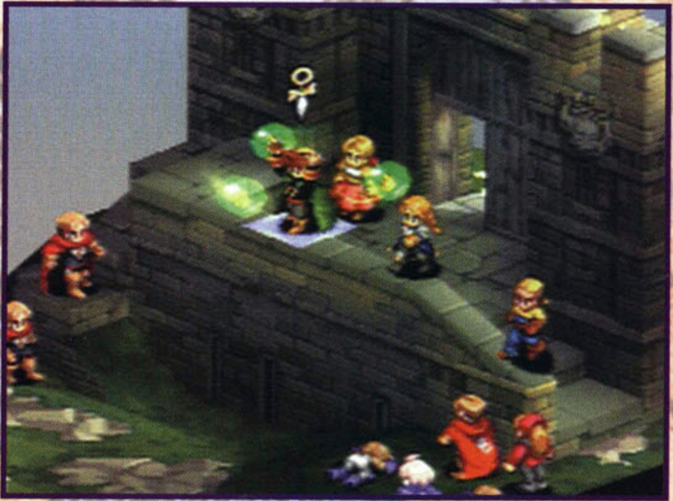
Move–4	Weap.Power		AT	C-EV	S-EV	A-EV
Jump–3	R–008	20%	06	09%	00%	25%
Speed–07	L–000	00%	09	00%	00%	25%

Eqp.	Ability
Musk Rod	White-aid
	Charge
Triangle Hat	Arrow Guard
White Robe	Half of MP
Elf Mantle	Move-HP Up

The easiest way to win this battle is to concentrate on getting your units close enough to Zalmo to defeat him. Unfortunately, you still must hack through his Knights and Monks to do this.



On a more positive note, Ramza receives some special protection from his sister, Alma, skilled in the ways of the Cleric. At the onset of battle, Alma casts the coveted spell MBarrier. This will protect Ramza from almost anything. Because this is a spell you won't want to miss, be careful not to move Ramza out of Alma's casting range! After performing this one act, Alma removes herself from battle and hides behind the wall, where it's safe. She will, however, join your party on the trip to Orbonne Monastery and leave you with a few rare items, such as her Barette and Healing Staff.



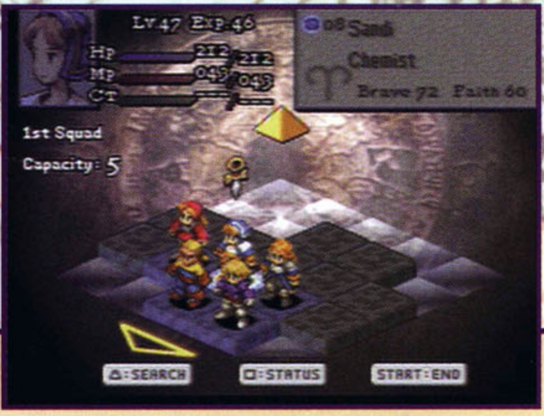
While Alma is in your party, be sure to access the Formation option, then the Item option, and remove the Barette and Healing Staff from Alma.

BATTLE MAP 24

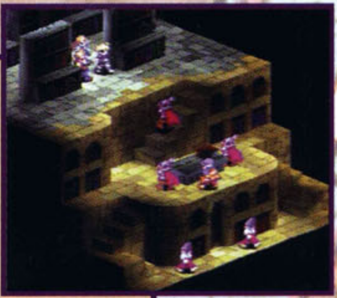
UNDERGROUND BOOK STORAGE SECOND FLOOR

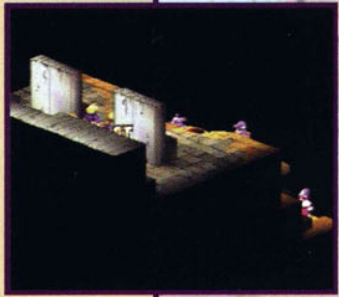
Objective: Defeat all enemies!
Enemy Units: Lancer x 3, Chemist x 1, Time Mage x 2
Difficulty Level: 3/5
Recommended Experience Level: 28
Treasure Data:
X:0 Y:9—Murasame or Potion
X:4 Y:3—Poison Rod or Hi-Potion
X:5 Y:0—Mythril Bow or Ether
X:9 Y:4—Musk Rod or Remedy

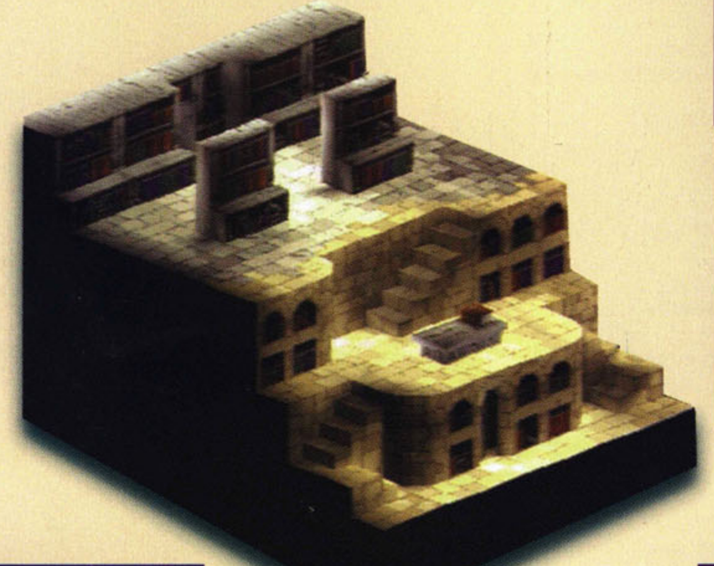
Suggested Attack Team Formation:

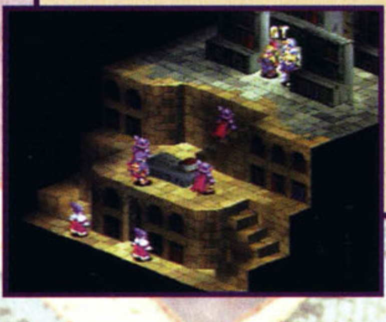

Lv.47 Exp.46
Hp 212/212
Mp 043/043
CT
08 Sandi
Chemist
Brave 72 Faith 60
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

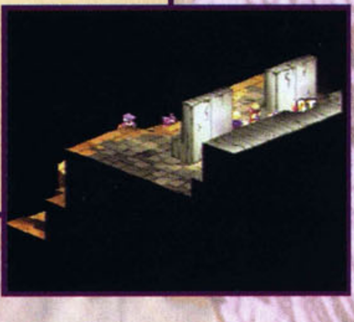
Your party arrives at Orbonne Monastery only to find that Wiegraf and his crew have beaten you there. After a brief cut scene, you leave Alma to tend to Simon and head down into the stacks after the Virgo Stone. This is the first of three battlefields.

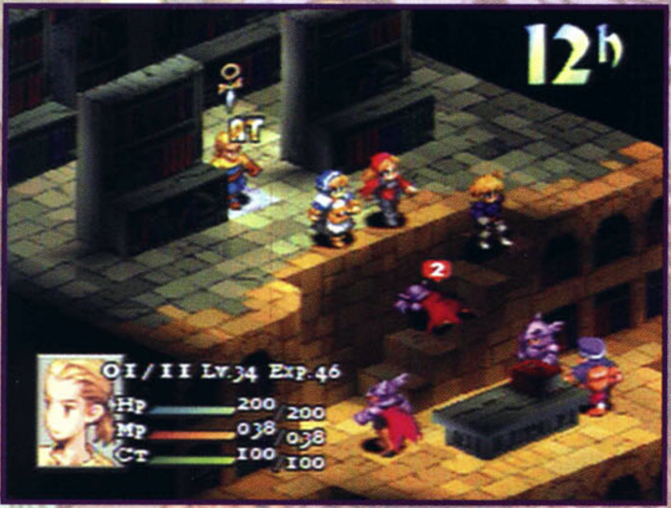




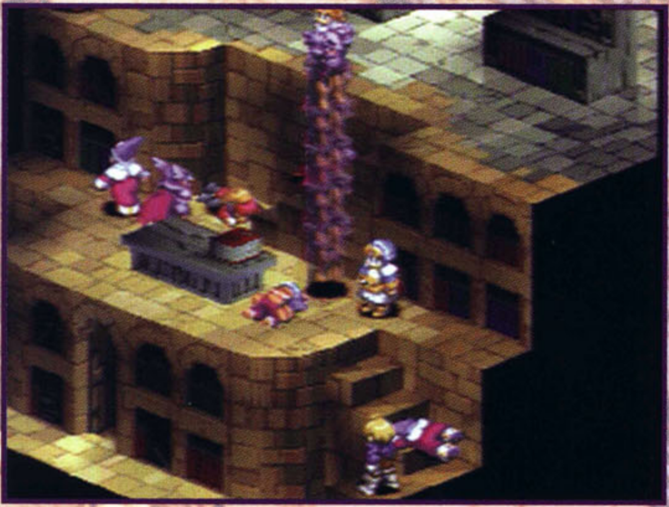


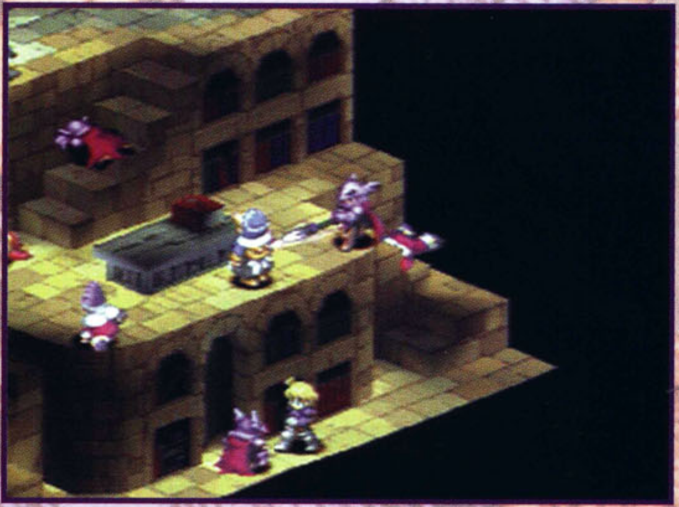






As with the battles at Lionel Castle, you have the opportunity to save your game and check the formation of your characters after each battle before advancing to the next. Make sure you've stocked up on all necessities before entering this spot on the map!





Of the three, this battle is the most straightforward. Taking out the Chemist is a top priority; he is the group's only real source of restorative power. The Lancers are similar to the Knight class of earlier fights. Their main weapon is the spear, which has an attack radius of two panels, and their innate job ability is Jump. This attack allows them to jump into the air and land on their opponent with great force, causing more HP damage than a weapon alone. Because of the time element involved in the Jump attack, you may be able to move out of harm's way before the Lancer actually lands.

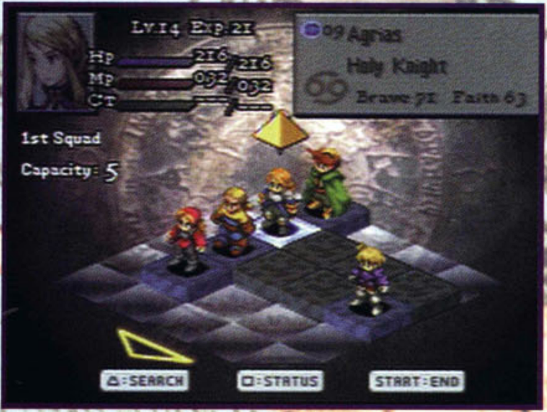
BATTLE MAP 25

UNDERGROUND BOOK STORAGE THIRD FLOOR

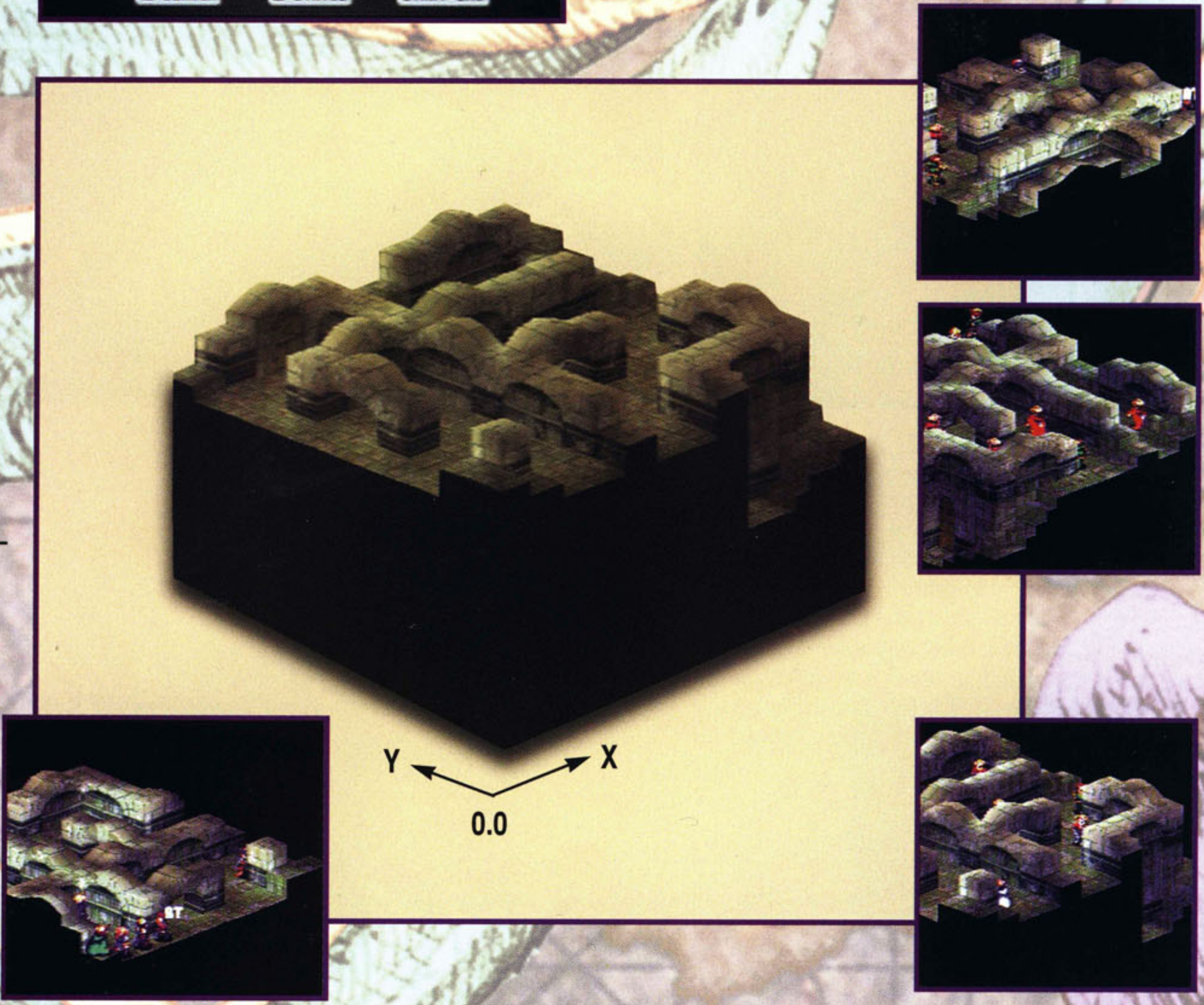
Objective: Defeat Izlude!
Enemy Units: Izlude (Knight Blade), Knight x 2, Archer x 2, Summoner x 1
Difficulty Level: 3/5
Recommended Experience Level: 28
Treasure Data:

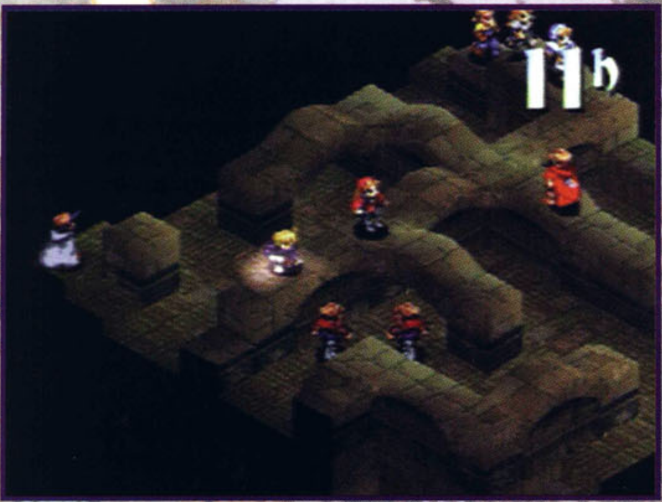
X:0 Y:0	C Bag or Phoenix Down
X:5 Y:6	Ice Shield or Holy Water
X:9 Y:9	Flame Shield or Potion
X:11 Y:7	Twist Headband or Hi-Potion

Suggested Attack Team Formation:

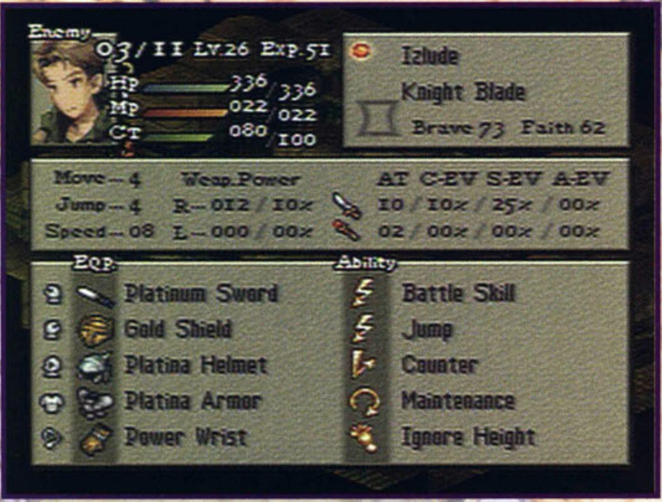

Lv.14 Exp.21
Hp 216/216
Mp 032/032
CT
09 Agrias
Holy Knight
Brave:71 Faith 63
1st Squad
Capacity: 5

The second battle in the series pits you against Wiegraf's henchman, Izlude. A Knight Blade, he has access to the Jump skills and uses them to their fullest extent.





His weapons and armor are a class or two above your troop's, and because he has the Maintenance support skill equipped, you can't steal or break them. He's defeatable, but you must earn your victory.



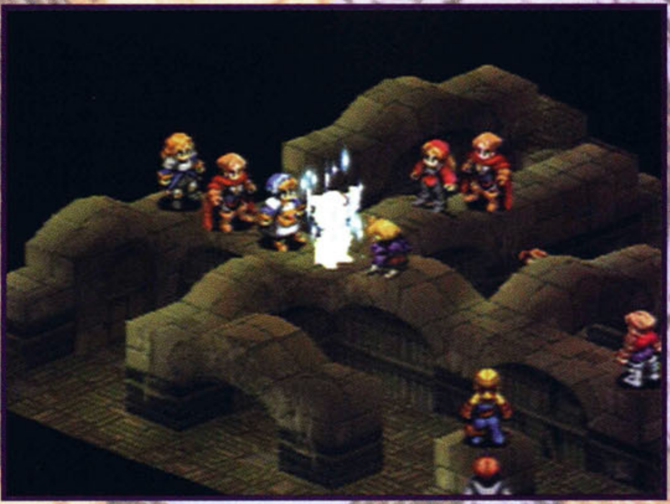
Enemy
03 / 11 Lv.26 Exp.51
Hp 336 / 336
Mp 022 / 022
CT 080 / 100

Izlude
Knight Blade
Brave 73 Faith 62

Move -- 4	Weap.Power	AT	C-EV	S-EV	A-EV
Jump -- 4	R -- 012 / 10%	10	10%	25%	00%
Speed -- 08	L -- 000 / 00%	02	00%	00%	00%

Eqp.	Ability
Platinum Sword	Battle Skill
Gold Shield	Jump
Platina Helmet	Counter
Platina Armor	Maintenance
Power Wrist	Ignore Height

The best strategy for this battlefield is to send half of your army over the walls to attack Izlude directly and the rest around to the side to take out the Summoner and the two Archers. Without their long-range attacks, your attack team will have a much easier time dealing with Izlude and his band of Knights.

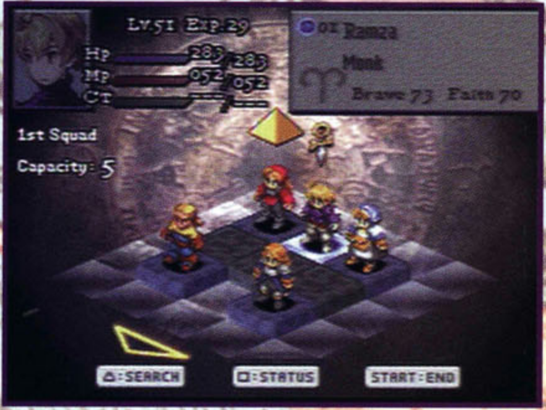


BATTLE MAP 26

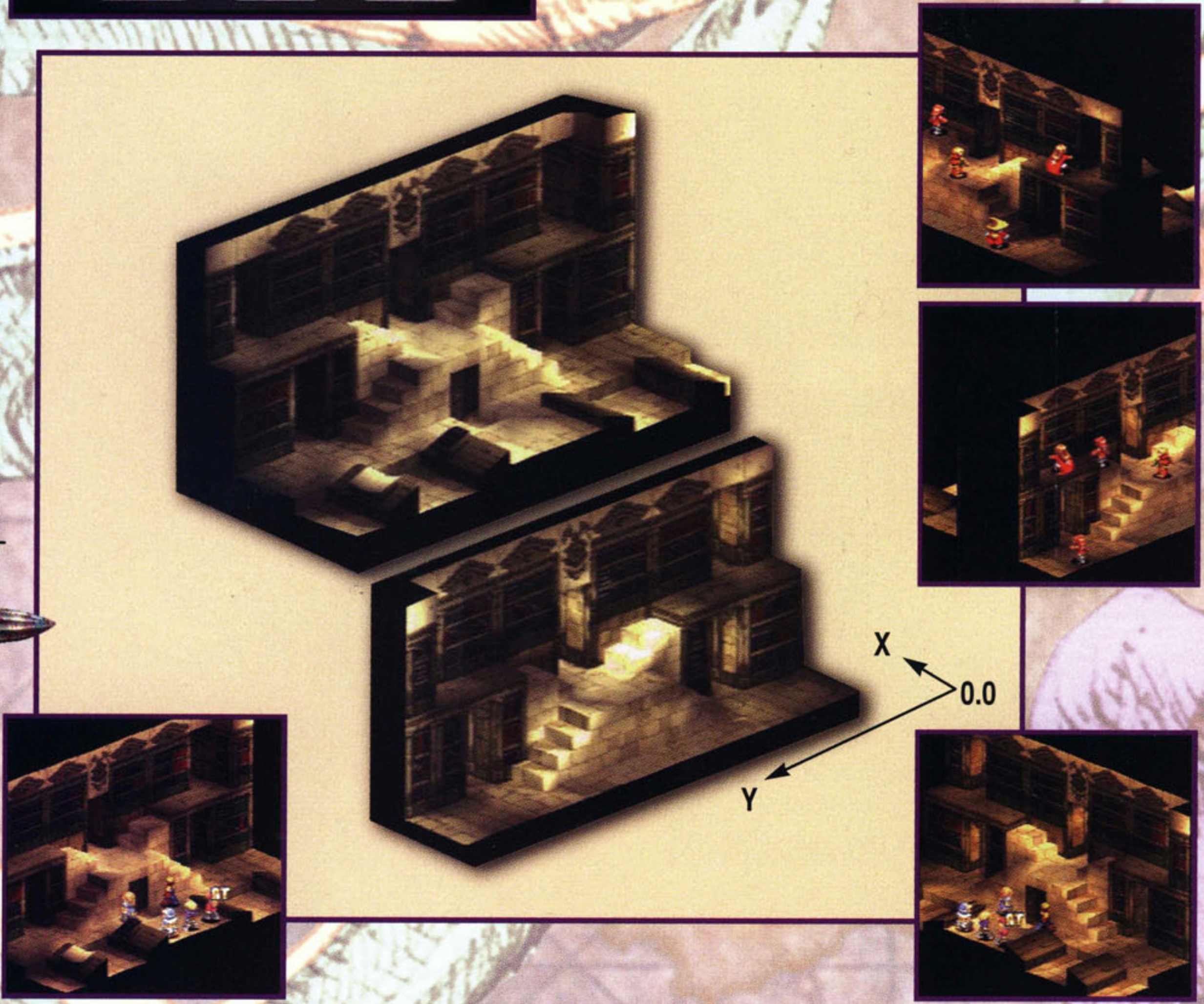
UNDERGROUND BOOK STORAGE FIRST FLOOR

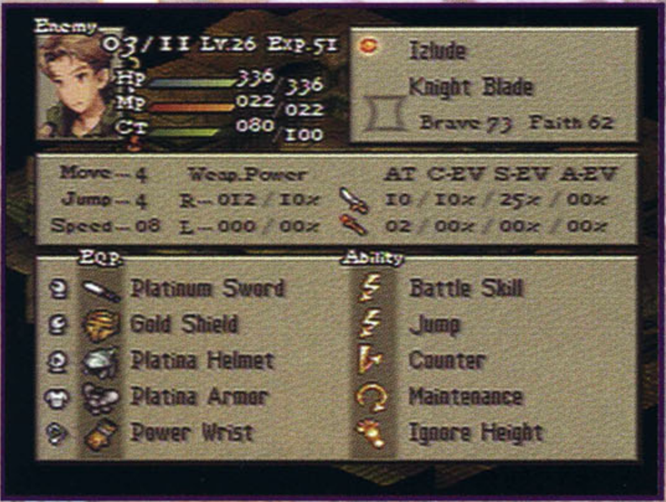
Objective: Defeat Wiegraf!
Enemy Units: Wiegraf (White Knight), Knight x 2, Archer x 2, Wizard x 1
Difficulty Level: 3/5
Recommended Experience Level: 29
Treasure Data:
X:1 Y:11—Feather Boots or Ether
X:2 Y:0—Magic Gauntlet or Remedy
X:6 Y:6—Reflect Ring or Phoenix Down
X:8 Y:0—N-Kai Armlet or Holy Water

Suggested Attack Team Formation:


Lv.51 Exp.29
HP 283/283
MP 052/052
CT ---/---
Ramza
Monk
Brave 73 Faith 70
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

In this final battle at Orbonne Monastery, you face the White Knight, Wiegraf, a second time. The divided battlefield (your troop starts in one room and the enemy in another) increases the difficulty of this already tough battle.



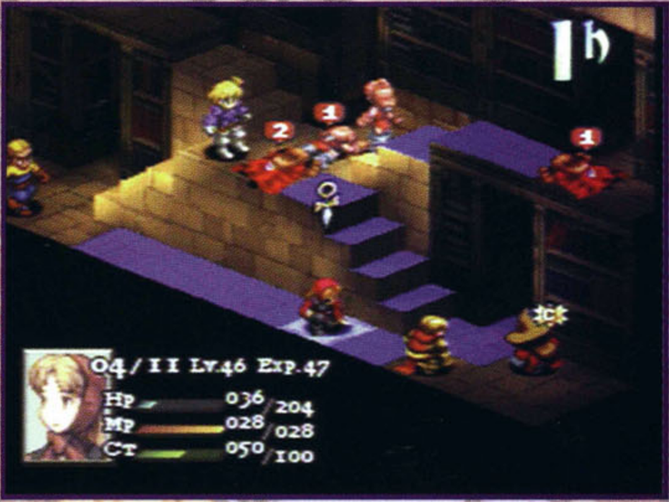


Enemy
03/II Lv.26 Exp.51
Hp 336/336
Mp 022/022
CT 080/100

Izlude
Knight Blade
Brave 73 Faith 62

Move--4 Weap.Power AT C-EV S-EV A-EV
Jump--4 R--012/10% 10/10%/25%/00%
Speed--08 L--000/00% 02/00%/00%/00%

Eqp.	Ability
Platinum Sword	Battle Skill
Gold Shield	Jump
Platina Helmet	Counter
Platina Armor	Maintenance
Power Wrist	Ignore Height

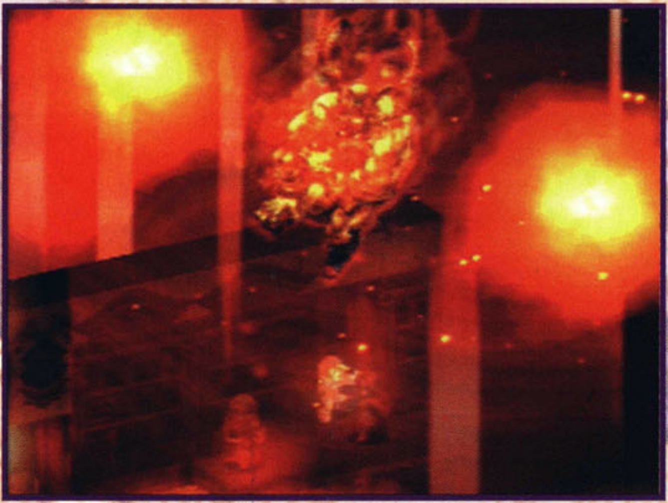


04/II Lv.46 Exp.47
Hp 036/204
Mp 028/028
CT 050/100

Wiegraf draws from the same skill pool as Agrias, except the status anomalies associated with sword attacks such as Stasis Sword seem to occur more often. Take care not to clump your troops together in his strike range lest they find themselves wounded and paralyzed by the incurable influence of Stop. If a couple of your characters can get in an AT before Wiegraf, you'll have a much better shot at organizing an effective offensive.

TIP

If you complete this battle successfully, Simon gives you a book, "The Germonik Scriptures," containing the story of the Zodiac Brave Stones. To read this, you must go to the Brave Story on the Main Menu and choose it from the list of treasures. Pressing ▲ as prompted allows you to read the book.



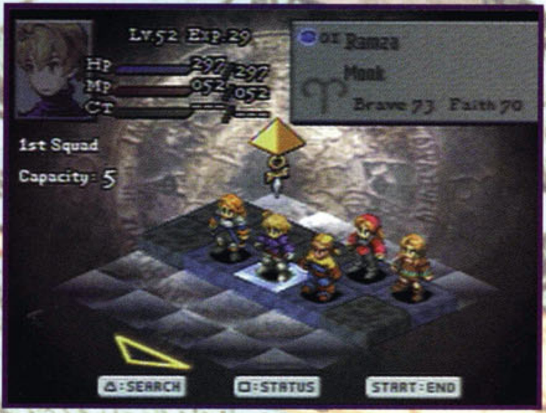
Moving a character or two to the door in the middle of the stage prevents him from entering the room, causing him to descend the steps to the doorway on the right. You can then send your remaining characters to that side to launch ranged attacks at him, if possible. If you're unable to defeat him in that round, you should be able to in the next; you will effectively have him surrounded.

BATTLE MAP 27

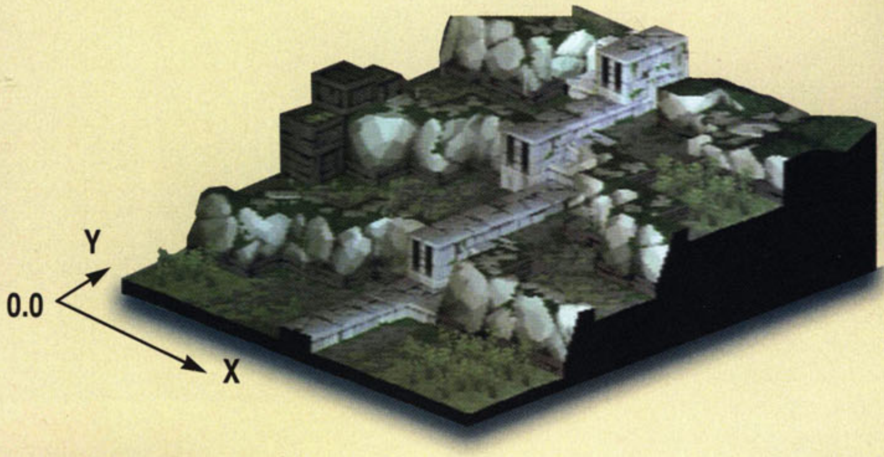
GROG HILL

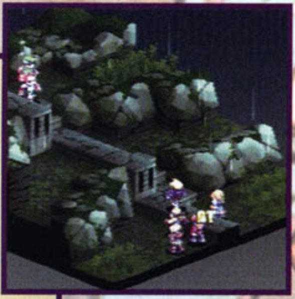
Objective: Defeat all enemies!
Enemy Units: Squire x 2, Chemist x 2, Archer x 1, Thief x 1
Difficulty Level: 2/5
Recommended Experience Level: 31
Treasure Data:
X:0 Y:1—Main Gauche or Potion
X:0 Y:12—Ninja Knife or Hi-Potion
X:9 Y:1—Sleep Sword or Ether
X:9 Y:8—Heaven's Cloud or Remedy

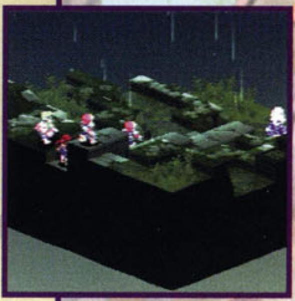
Suggested Attack Team Formation:

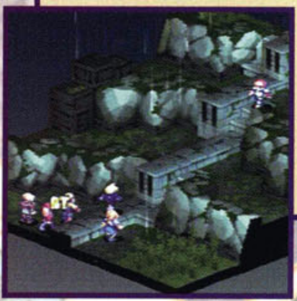

Lv.52 Exp.29
Hp 297/297
Mp 052/052
CT
Ramza
Monk
Brave 73 Faith 70
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

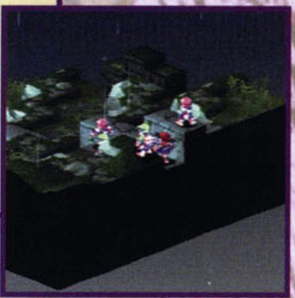
This battle is a refreshing change after the difficulties at Orbonne Monastery. Here Ramza must deal with a group of AWOL soldiers who decide that bringing the heretic back, dead or alive, might be their salvation—and a way to an honorable discharge!

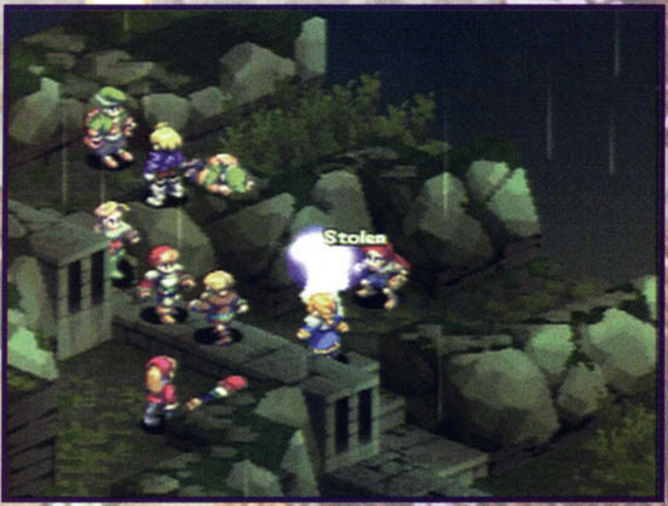




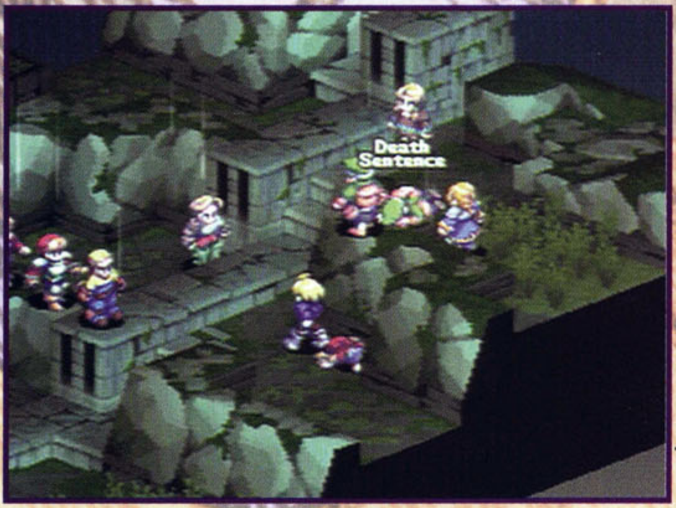








Keep an eye out for the Chemists equipped with both Mythril Guns and Phoenix Downs. If you haven't acquired one of the guns through theft or the long trip to Goug, "Machine City," now would be a good time to steal one. Also, beware of the Thief whose charm and theft skills will be on full display in this battle.



NOTE

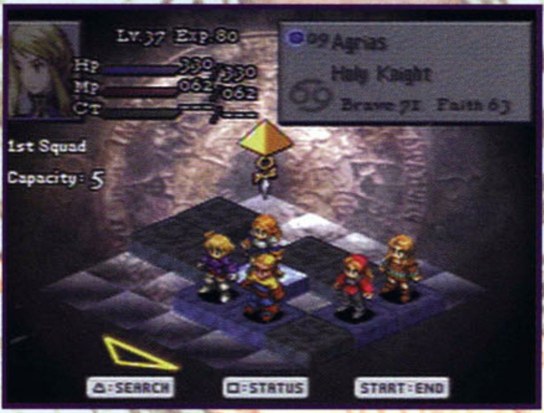
After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include: Flotiballs, Bombs, Samurais, Chocobos, Woodmen, Knights, Panthers, Juravis', and Bull Demons.

BATTLE MAP 28

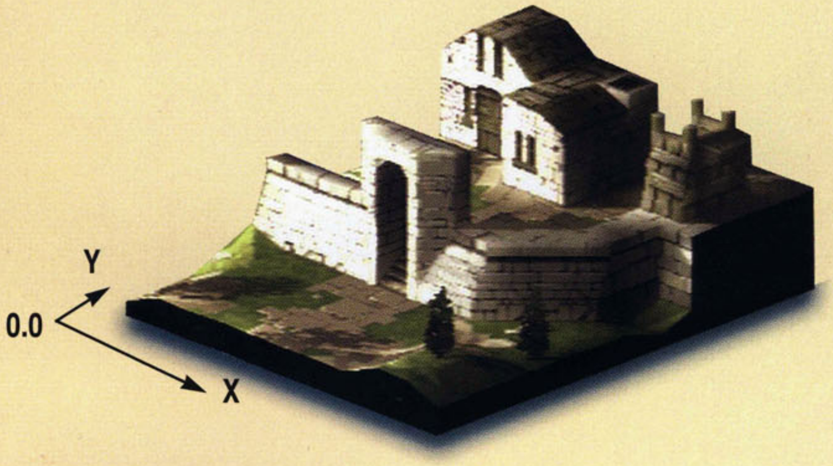
YARDOW FORT CITY

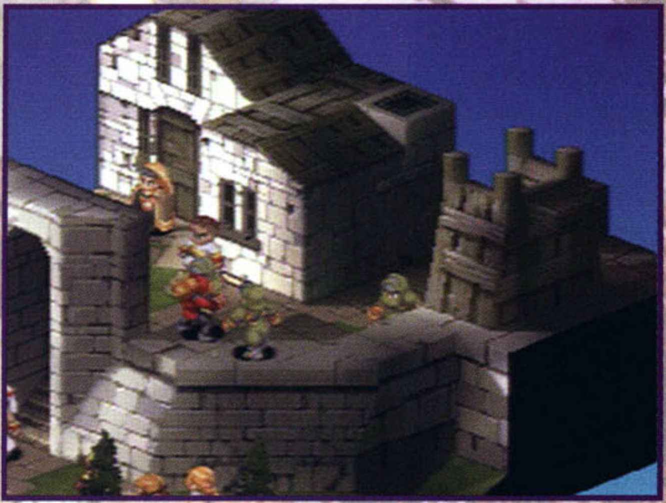
Objective: Save Rafa!
Enemy Units: Malak (Hell Knight), Ninja x 3, Summoner x 2
Difficulty Level: 3/5
Recommended Experience Level: 32
Treasure Data:
X:4 Y:7—Slasher or Phoenix Down
X:4 Y:11—Flame Whip or Holy Water
X:9 Y:4—Mythril Gun or Potion
X:9 Y:9—Hunting Bow or Hi-Potion

Suggested Attack Team Formation:

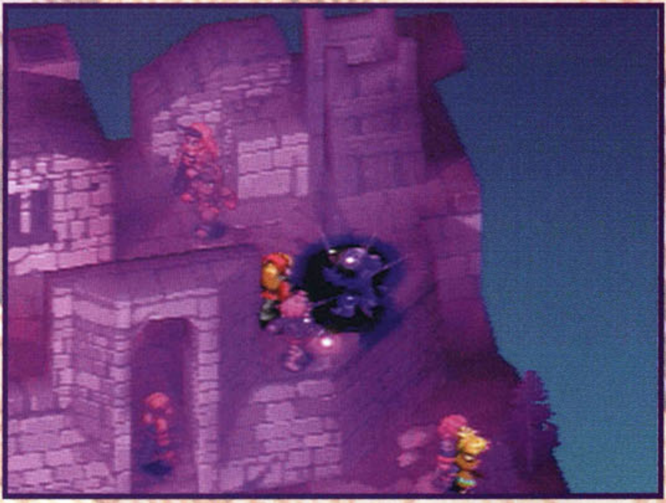

Lv.37 Exp.80
HP 330/330
MP 062/062
CT
1st Squad
Capacity: 5
09 Agrias
Holy Knight
Brave 72 Faith 63
△:SEARCH
□:STATUS
START:END

Surely you didn't think Malak would wait until you reached Riovanes Castle to attack? This battle features a phalanx of Ninjas, with Summoners as backup. Although not an impossible situation, the characteristics that make the Ninja such a great class to begin with (good speed, multiple weapon attacks) now come back to haunt you.

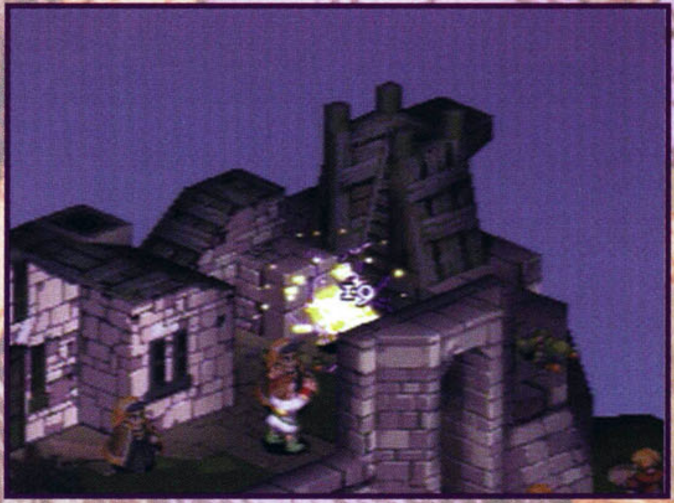




Malak and his sister, Rafa, share opposing job classes, Hell and Heaven Knight; thus, their magical spells counteract each other. Although not overly powerful at the early stages (about 30 HPs per burst), these spells can have a nice cumulative effect if luck is on the caster's side. Each casting causes a random series of bursts (up to six) within the effect range. Hits from more than one burst can cause a hefty amount of damage. Also, both characters can equip sticks, such as the Musk Rod, which have an attack radius of two panels.



Your best bet for getting through this battle is to use ranged attacks such as Agrias' Lightning Stab or the Monk's Earth Fist once the enemy Ninjas line up within the fort entrance. After you've removed them from the picture, the rest of the battle will go easily. Rafa naturally will seek the safety of the map's perimeter and, if you confine the battle to the fort's interior, she'll never find herself in any real danger. Furthermore, defeating Malak predictably results in his teleporting to safety.



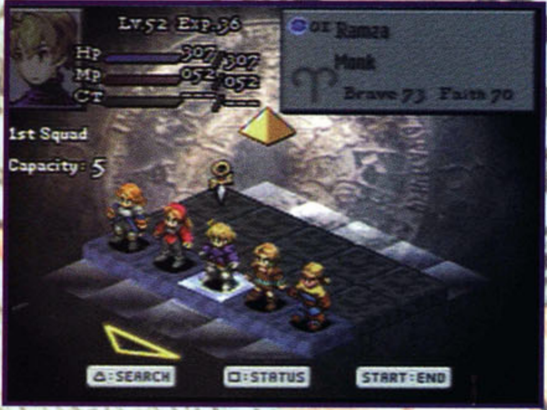
Once the battle is over, Rafa takes refuge in your party as a guest.

BATTLE MAP 29

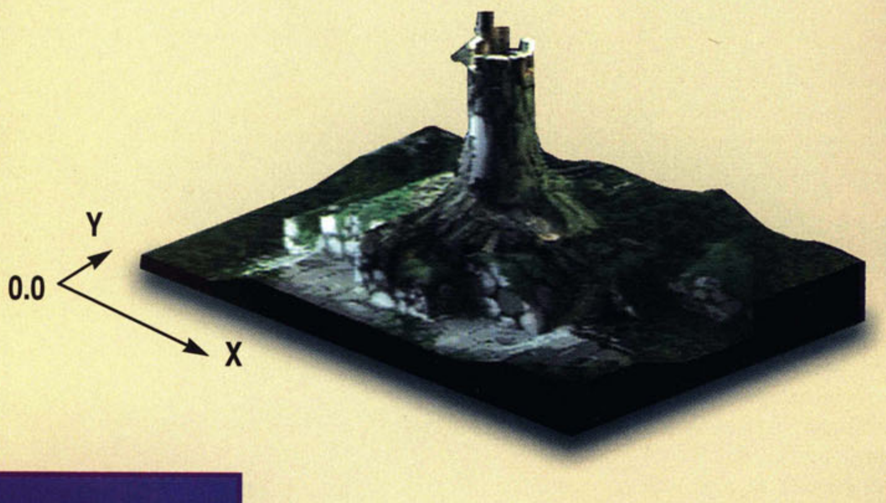
YUGUO WOODS

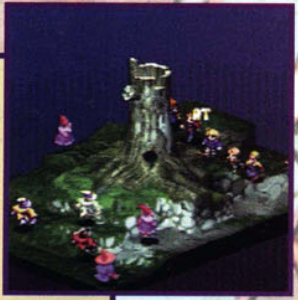
Objective: Defeat all enemies!
Enemy Units: Time Mage x 2, Wizard x 2, Gust x 1, Revnant x 1, Ghoul x 1
Difficulty Level: 2/5
Recommended Experience Level: 33
Treasure Data:
X:0 Y:1—Monster Dictionary or Ether
X:4 Y:2—Mythril Spear or Remedy
X:7 Y:5—Iron Fan or Phoenix Down
X:9 Y:5—Persia or Holy Water

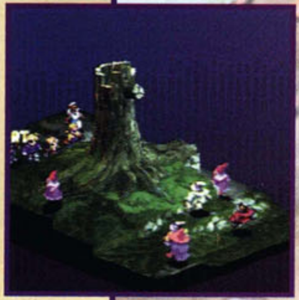
Suggested Attack Team Formation:

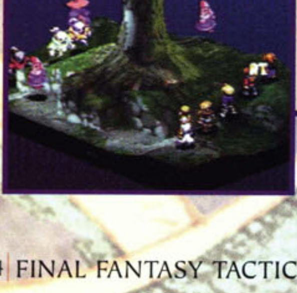

Lv.52 Exp.36
Hp 307/307
Mp 052/052
CT
Ramza
Monk
Brave 73 Faith 70
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

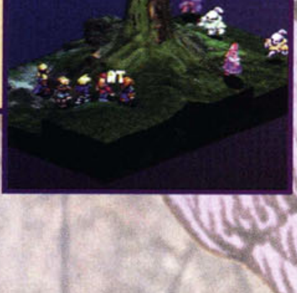
This is the obligatory "Monster" battle for the chapter, and an entertaining one at that. The haunted Yuguo Woods are home to all varieties of Ghouls, from the simple Ghoul to its stronger brother, the Revnant.

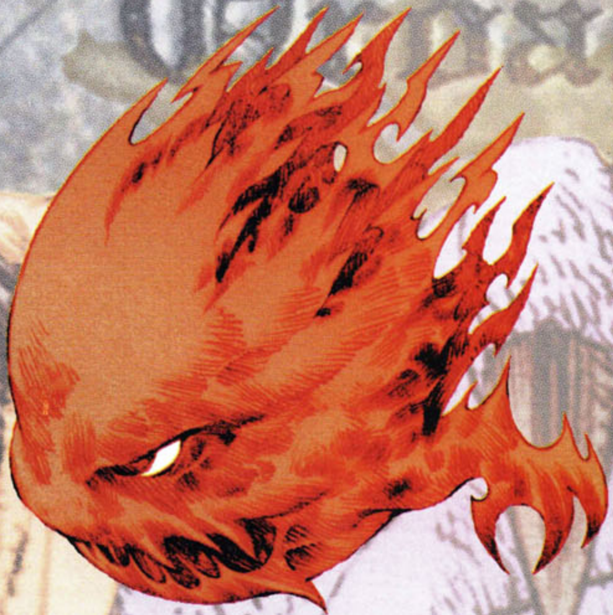








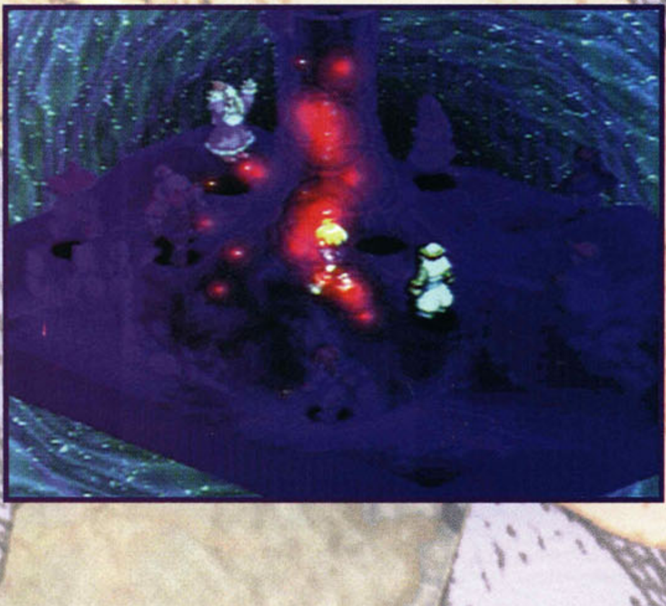




The ghostly Time Mages and Wizards round out the magically based enemy forces. While these opponents aren't overly HP-endowed, their ranged attacks, with an emphasis on status anomalies, can make life difficult. Especially troublesome is the Ghoul's Sleep Touch attack, which does exactly what its name implies. Unlike in previous encounters, however, this attack seems be its default, instead of the more common Throw Spirit. The Revnant is equally fond of replacing its lost HPs with the vampiric Drain Touch. Keep in mind that, as with all undead monsters in this game, there's a chance killed Ghouls will revive after their Death count is up.

NOTE

After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include: Goblins, Woodmen, Archers, Ghouls, Skeletons, Time Mages, Panthers, and Samurais.



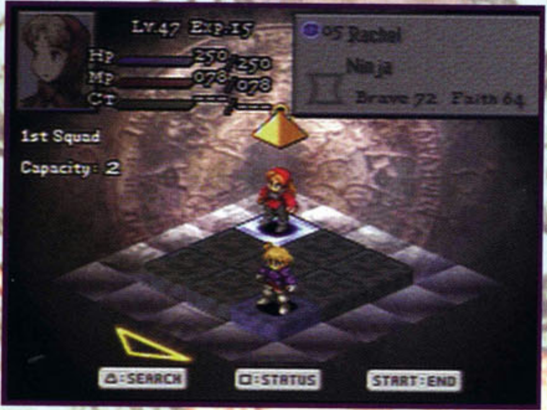
BATTLE MAP 30

BEFORE THE GATE OF RIOVANES CASTLE

Objective: Defeat all enemies!
Enemy Units: Malak (Hell Knight), Knight x 3, Archer x 3
Difficulty Level: 2/5
Recommended Experience Level: 34
Treasure Data:

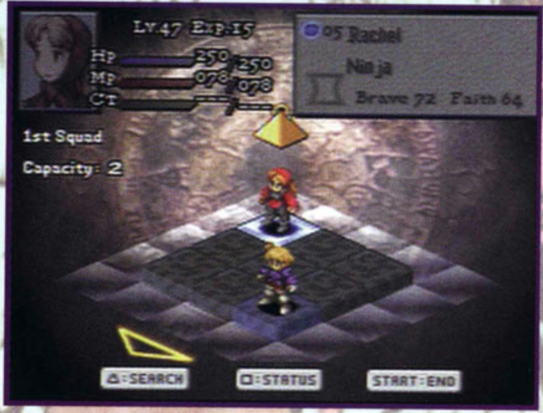
X:0 Y:10	Magic Shuriken or Potion
X:3 Y:3	Aegis Shield or Hi-Potion
X:7 Y:4	Diamond Helmet or Ether
X:11 Y:11	Holy Miter or Remedy

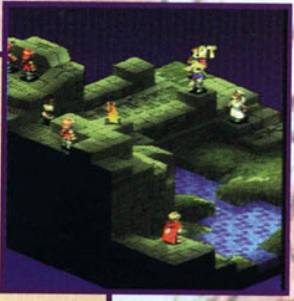
Suggested Attack Team Formation:

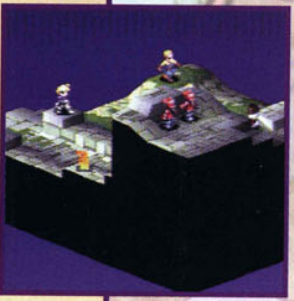

Lv.47 Exp.15
Hp 250/250
Mp 078/078
CT
05 Rachel
Ninja
Brave 72 Faith 64
1st Squad
Capacity: 2
△:SEARCH
□:STATUS
START:END

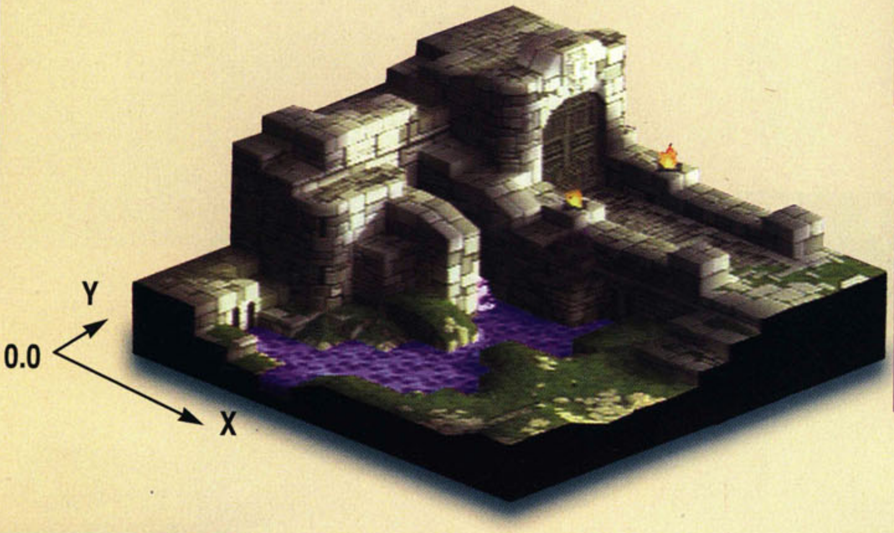
First battalion

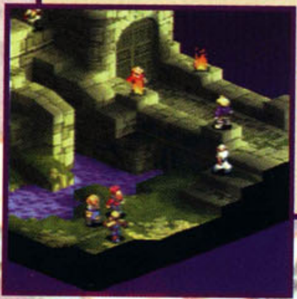
Second battalion

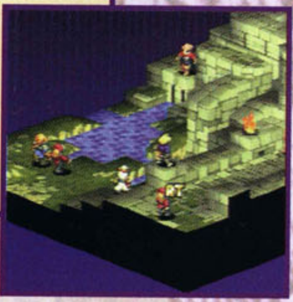

Lv.47 Exp.15
Hp 250/250
Mp 078/078
CT
05 Rachel
Ninja
Brave 72 Faith 64
1st Squad
Capacity: 2
△:SEARCH
□:STATUS
START:END



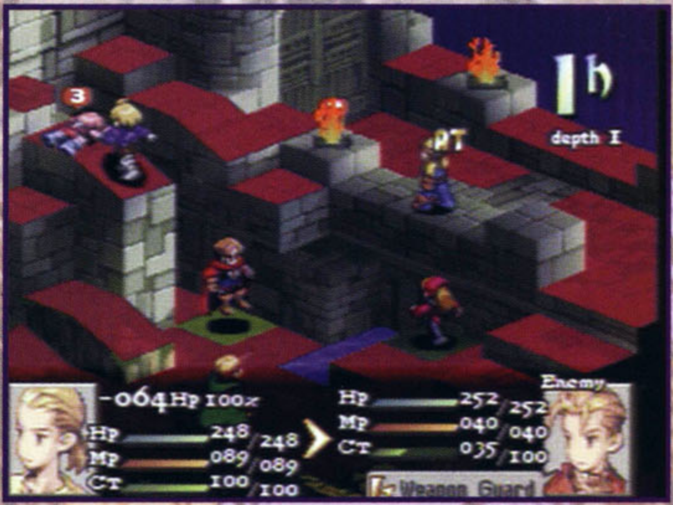


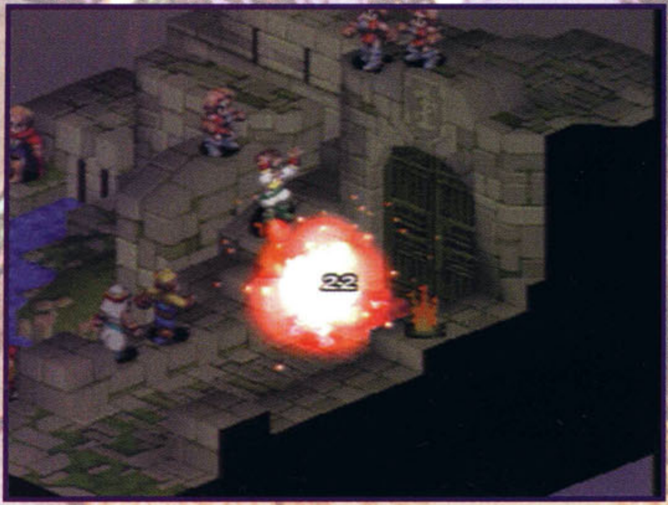






With this battle begin the three fights that bring Chapter Three to a close. Again, make sure you prepare yourself fully before committing yourself to combat. Once you've begun, you won't be able to return to a shop or fight more random battles without reloading to an earlier save point. As with battles 20 and 21 and 24 through 26, you get the opportunity to save and reconfigure your troops between fights.





When you've reduced Malak to critical levels, he teleports away and his sister, Rafa, follows. Watch out for the Knight hidden in the recess between the castle gate and the walls! His Feather Boots allow him to walk on water unhindered by its movement handicap.

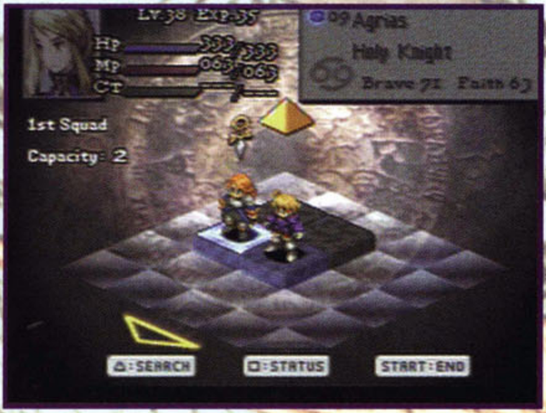
That said, this first battle of the series is straightforward, although no indication of things to come. With the exception of Malak, the Hell Knight, there are no new or unusual Job Classes to contend with; the strategies you've used previously work fine here.

BATTLE MAP 31

WITHIN RIOVANES CASTLE

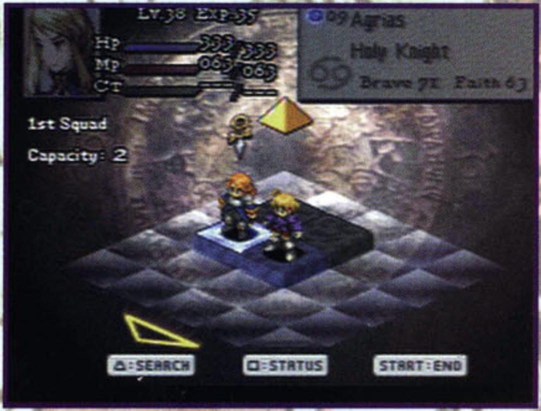
Objectives: Defeat Wiegraf! *then* Defeat Velius!
Enemy Units: Wiegraf (White Knight), Velius (Warlock), Archaic Demon x 3
Difficulty Level: 5/5
Recommended Experience Level: 35
Treasure Data:
X:0 Y:9—Diamond Armor or Potion
X:2 Y:6—Judo Outfit or Hi-Potion
X:5 Y:4—Chameleon Robe or Ether
X:7 Y:9—Germinas Boots or Remedy

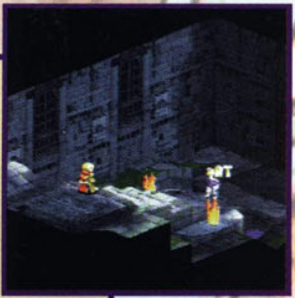
Suggested Attack Team Formation:

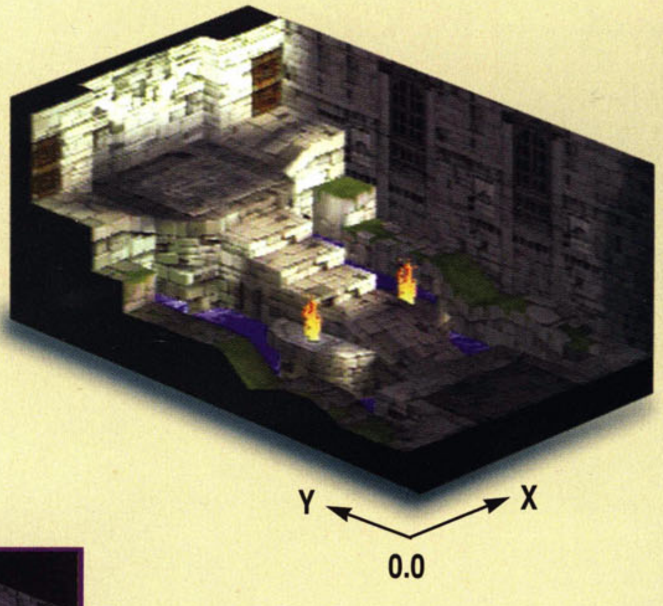

LV.38 EXP.35
09 Agrias
Holy Knight
HP 333/333
MP 063/063
CT
Brave 71 Faith 63
1st Squad
Capacity: 2
△:SEARCH
□:STATUS
START:END

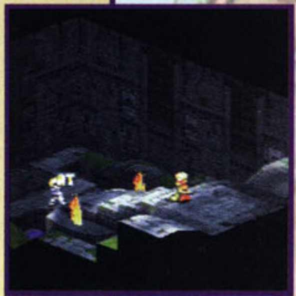
FIRST BATTALION

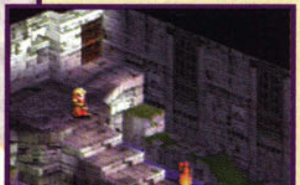
SECOND BATTALION

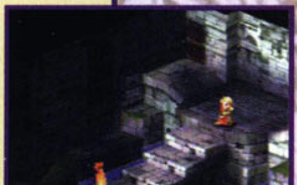

LV.38 EXP.35
09 Agrias
Holy Knight
HP 333/333
MP 063/063
CT
Brave 71 Faith 63
1st Squad
Capacity: 2
△:SEARCH
□:STATUS
START:END



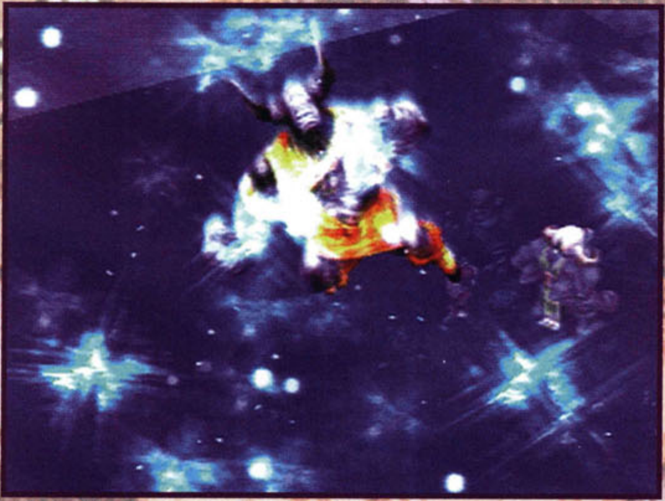




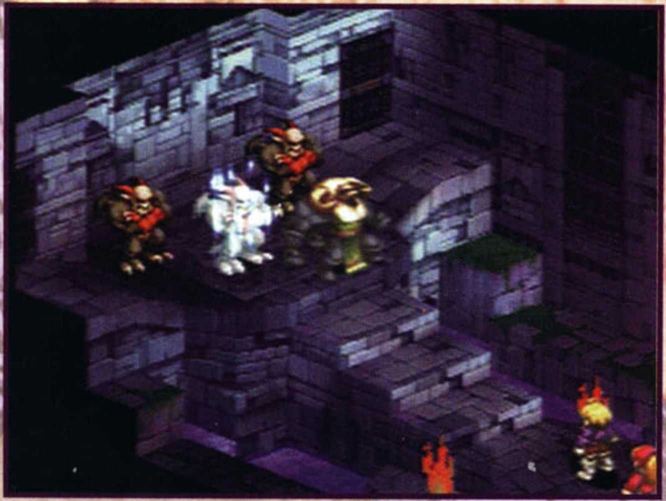




This is, without a doubt, the chapter's most difficult battle and in many ways the game's, as well. To begin with, it takes place in two stages, without the usual rest and recuperation in between. Your task is to defeat Wiegraf (yet again!) and then the Zodiac Monster he becomes. Using the higher-level skills of the White Knight (namely Lightning Stab), Wiegraf can inflict tremendous damage to the lone Ramza. It's imperative Ramza enter this battle well-armored (with 300+ HPs) and able to heal himself. The Chemist's reaction skill Auto-Potion, set to use X-Potions, is put to good use here as it frees Ramza's AT for another offensive strike. Remember to balance attacks with healing to survive this part of the battle.

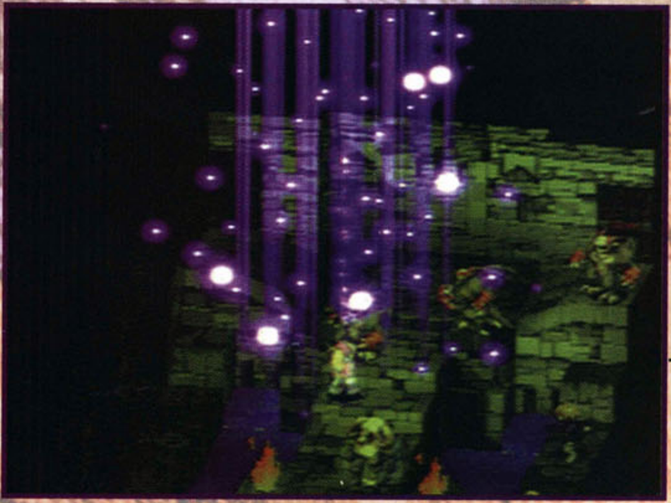


After Ramza beats Wiegraf, the second half begins. This time your troop faces the Aries Zodiac Monster, Velius, and three Archaic Demons. Much like Queklain in the first boss battle, Velius relies heavily on powerful magical attacks. His favorite spell, Cyclops, can do 250 HPs of damage within a large effect radius. When that spell fails, Velius reverts to petrifaction to take out members of your army. Backing him up are three Archaic Demons who also prefer magic over physical attacks. Their two main spells (Giga Flare and Dark Holy) are both deadly, doing damage in the range of 70 to 150 HPs.



The best way to survive this battle is to take Velius out in the first two rounds, before he and his comrades can level your troops with their powerful spells. To do this, fill your attack team with characters who have sufficient HPs to withstand an attack or two before healing and can deliver equally powerful attacks. Because Velius has between 900 and 1000 HPs, you'll want characters who can attack for 150+ HPs.

Good Job Classes include: Monk, Knight, Holy Knight, and the Ninja. Better yet is a character who combines those abilities. For example, equipping a Ninja with the Equip Armor support skill will boost his/her HPs, while leaving his/her movement and speed bonuses intact.



The reverse—equipping a Knight with the Two Swords ability—is also devastating, as it allows the Knight to inflict two sword attacks on Velius while remaining heavily armored.

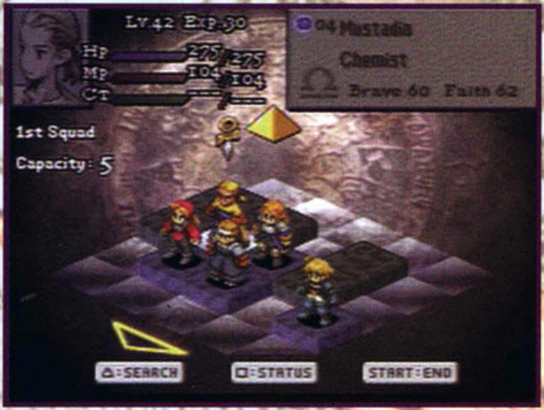
Good luck!

BATTLE MAP 32

ROOF OF RIOVANES CASTLE

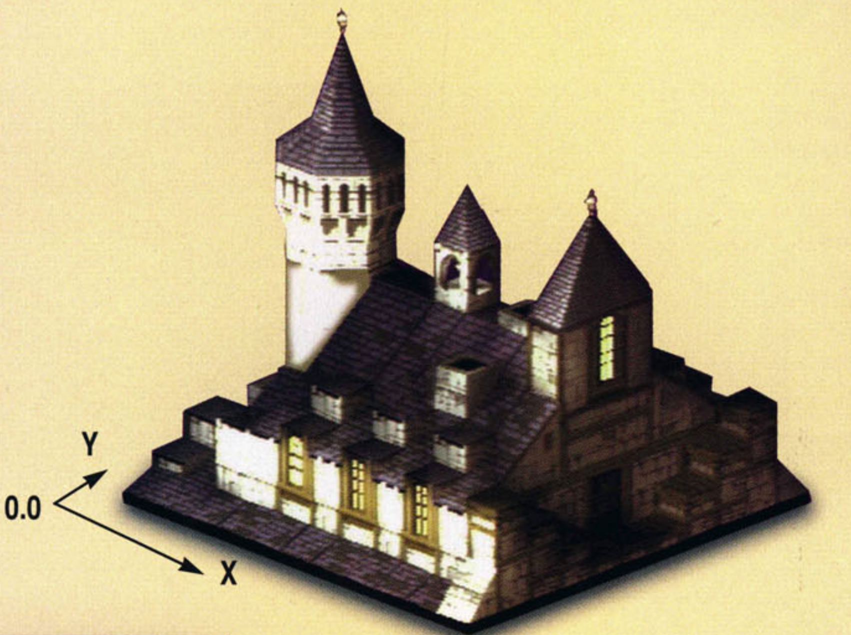
Objective: Save Rafa!
Enemy Units: Elmdor (Arc Knight), Celia (Assassin), Lede (Assassin)
Difficulty Level: 2/5
Recommended Experience Level: 36
Treasure Data:
X:0 Y:3—Jade Armlet or Maiden's Kiss
X:7 Y:3—Elf Mantle or Phoenix Down
X:7 Y:5—Reflect Ring or Phoenix Down
X:7 Y:7—Short Edge or Hi-Potion

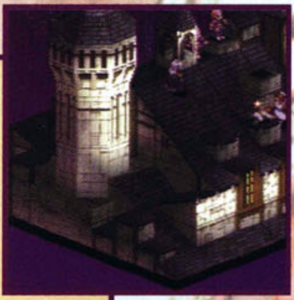
Suggested Attack Team Formation:

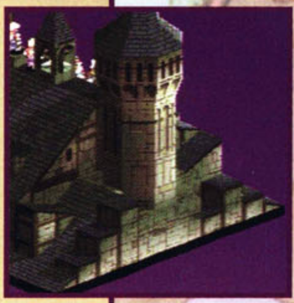


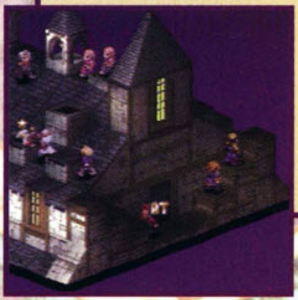
Lv.42 Exp.30
Hp 275/275
Mp 104/104
CT
04 Mustadio
Chemist
Brave 60 Faith 62
1st Squad
Capacity: 5

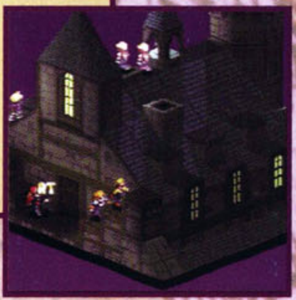
Just when you thought you were done with Chapter Three, here comes yet another tricky battle. This one pits you against Marquis Elmdor and his two Assassins in a race to protect the Heaven Knight, Rafa. What the Winning Conditions neglect to tell you is that you needn't defeat everyone to accomplish your objectives. This battle can be the most difficult or the easiest, depending on how you play the game.

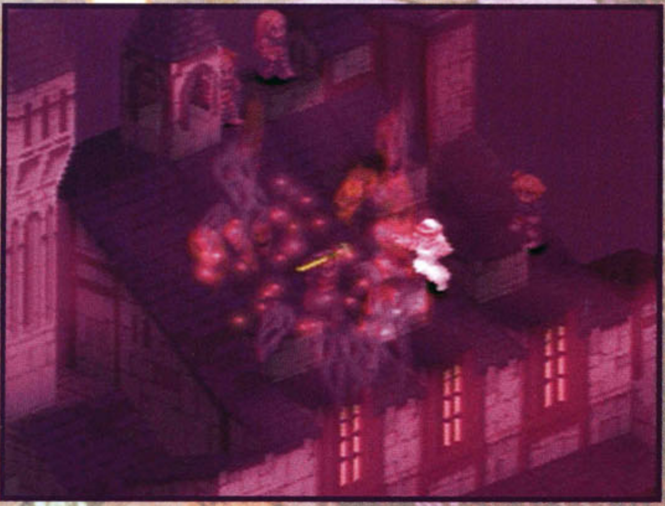




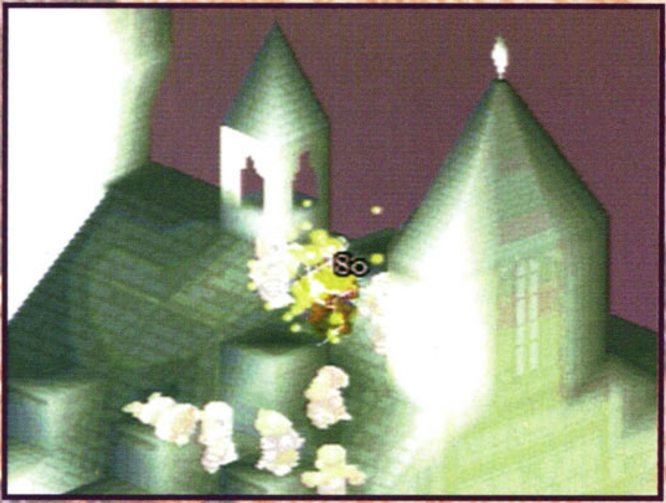




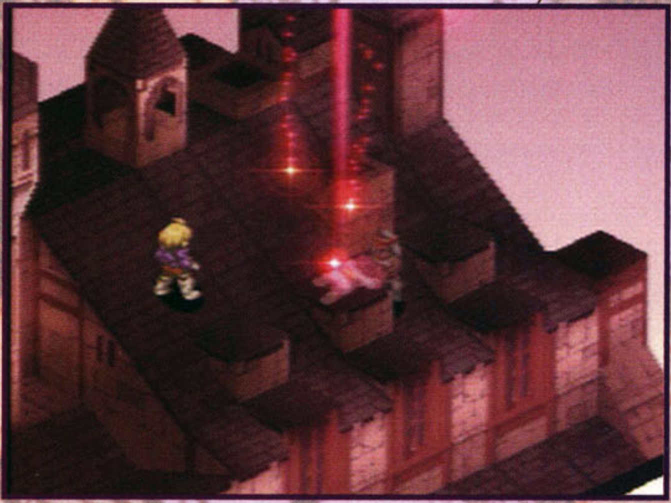




Elmdor, Celia, and Lede are all strong opponents. Elmdor the Arc Knight uses Samurai skills (here called Sword Spirit) which have a nasty effect radius of three panels. His favorite is the mid-level spell, Muramasa, which inflicts about 90+ HPs of damage per person. This may mean little to any of your troops, but it can reduce Rafa's HPs by about half. Of course, Elmdor seems weak compared to his Assassin pals, whose Use Hand abilities can kill with one touch.



The idea is to avoid all three attacks by eliminating one of them. Once you've brought one enemy down to a critical level, they all teleport to safety. Keep that in mind when forming your attack team.



For this battle, make sure your characters have a high speed rating (8 or above) and a long movement radius. Ninjas, with their speed and movement bonuses, are ideal for this battle. Also, depending on the weapons they're equipped with, their abilities to use two swords and throw objects make them perfect for the task at hand (defeating at least one of the enemy). Be careful about using spells that cause status anomalies, such as Don't Move and Don't Attack, because both Assassins come equipped with hair accessories (the Barette and the Cachusha) that make them impervious to their effects.

In return for your protection, both Rafa and Malak join your party at the end of the successful battle.

CHAPTER FOUR
SOMEONE TO LOVE

Be prepared! When you factor in all the subquests, Chapter Four becomes roughly the size of Chapters One through Three combined. This is a long chapter, but it's exciting and fast-paced. You won't want to miss out on any of the excitement and intrigue!

Mission One: The Journey to Zeltennia Castle

Alma's whereabouts are unknown, but Ramza is determined to find and save her. He travels to Zeltennia Castle to speak with Delita, who appears to be a major player in the plot behind the Zodiac Stones!

1. Doguola Pass
   - Battle 33: Doguola Pass
2. Bervenia Free City
   - Battle 34: Bervenia Free City
3. Finath River
   - Battle 35: Finath River
4. Zeltennia Castle
   - Battle 36: Zeltennia Castle

Mission Two: The Battle at Bethla Garrison

Spurred on by Delita's news of a standoff between Hokuten and Nanten forces at Bethla Garrison, Ramza resolves to end both the war and the dangerous intrigue at play among the troop leaders. Will he arrive in time?

1. Zeltennia Castle
2. Bed Desert
   - Battle 37: Bed Desert
3. Bethla Garrison
   - Battle 38A: South Wall of Bethla Garrison
   - Battle 38B: North Wall of Bethla Garrison
   - Battle 39: At the Floodgates of Bethla Garrison
   - Event: Orlandu (a.k.a. Thunder God Cid) joins your party as a member.

Mission Three: The Search for Alma (Part One)

Still in search of his sister, Alma, and the Zodiac Stones, Ramza heads toward Limberry Castle for a rendezvous with Marquis Elmdor and his deadly assassins!

1. Bethla Garrison
2. Zarghidas Trade City
   - Event: Buy a flower from the local flower girl!
3. Germinas Peak
   - Battle 40: Germinas Peak
4. Poeskas Lake
   - Battle 41: Poeskas Lake
5. Limberry Castle
   - Event: Learn the Ultima spell from the Assassins or their alter egos, the Ultima Demons!
   - Battle 42: At the gates of Limberry Castle
   - Battle 43: Inside of Limberry Castle
   - Battle 44: Underground Cemetery of Limberry Castle
   - Event: Meliadoul joins your party as a member.

Mission Four: The Search for Alma (Part Two)

As the plot continues to thicken, Ramza returns home to find out what part his brothers are playing in the church's conspiracy. Will Ramza ever discover the truth?

1. Limberry Castle
2. Igros Castle
   - Battle 45: Inside of Igros Castle
3. Murond Holy Place
   - Battle 46: St. Murond Temple
   - Battle 47: Hall of St. Murond Temple
   - Battle 48: Chapel of St. Murond Temple

The Subquests: Cloud and the Deep Dungeon

Hidden within Chapter Four you'll find two intriguing diversions—the Hunt for FFVII's Cloud Strife and the Deep Dungeon. Both are unrelated to the main plot of FFT and you can complete the game without doing either.

But why would you want to? Hunting for Cloud not only gets you the Soldier, Cloud Strife, as a playable member of your party, but helps complete your collection of Zodiac stones and NPCs. As you follow the path that leads to this confused Soldier, you'll meet up with several strong warriors—Beowulf the Temple Knight, Reis the Dragoner, and Worker 8, a Steel Giant with some amazing attacks. With fighters like these in your party, there's no way you can fail when you meet the ultimate Zodiac Monster!

The Deep Dungeon, which appears on an island east of Warjilis Trade City, is the last training ground before the final battles. Raise your characters' experience and job levels a few more notches before entering Orbonne Monastery—or just pick up some rare treasures found nowhere else on the map. This dungeon is the place to go!

NOTE

You can perform many of the following steps at any time in Chapter Four; others hinge on completing certain events. We note their synchronization within the foregoing time lines for missions One through Four. Furthermore, you must have Mustadio in your party for any of these events to take place!

NOTE

Note: Steps 1-4 can be done any time during Chapter Four.

1. Goug Machine City

2. Goland Coal City

Event: Talk to the barkeeper about any new "Rumors."

3. Lesalia Imperial Capital

Event: Beowulf joins your party as a guest and a new battle point appears at Goland Coal City.

4. Goland Coal City

Battle 49: Colliery Underground Third Floor
Battle 50: Colliery Underground Second Floor
Battle 51: Colliery Underground First Floor
Battle 52: Underground Passage in Goland
Event: Beowulf and Reis join your party as members.

NOTE

Note: Steps 5–7 can be done anytime during missions Three and Four.

5. Goug Machine City

Event: Worker 8 joins your party as a member.

6. Zeltennia Castle

Event: Speak to the barkeeper about any new "Rumors." As a result, Nelveska Temple appears as a battle point to the north of the castle.

7. Nelveska Temple

Battle 53: Nelveska Temple

NOTE

Note: Steps 8–9 can be done anytime after Battle 45: Igros Castle.

8. Goug Machine City

Event: Cloud appears and then disappears.

9. Zarghidas Trade City

Battle 54: Zarghidas Trade City
Event: Cloud joins your party as a member.

NOTE

Note: Only works if you bought a flower from Aeris during Mission Three.

10. Warjilis Trade City

Event: Ramza overhears talk of a mysterious and dark dungeon. Deep Dungeon appears as a battle point to the east of Warjilis Trade City.

NOTE

Note: Entrance is granted only after you've completed Battle 48: Chapel of St. Murond Temple.

11. Deep Dungeon

Battles 55-64: Deep Dungeon
Event: A Byblos monster joins your party as a member.

Mission Five: The Reincarnation of St. Ajora

Our story concludes with the revelation of Vormav's plot. Can Ramza stop his evil scheme?

1. Orbonne Monastery

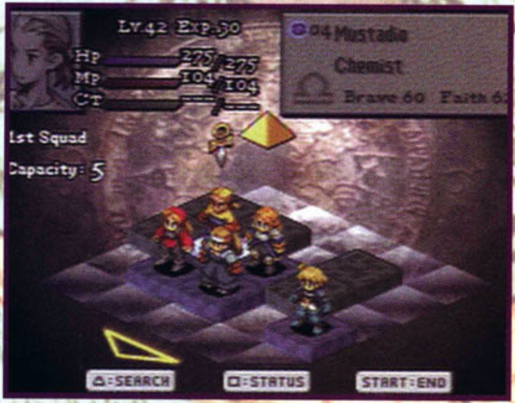
Battle 65: Underground Book Storage Fourth Floor
Battle 66: Underground Book Storage Fifth Floor
Battle 67: Murond Death City
Battle 68: Lost Sacred Precincts
Battles 69–70: Graveyard of Airships

BATTLE MAP 33

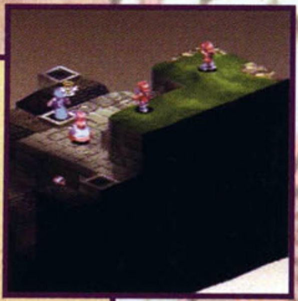
DOGUOLA PASS

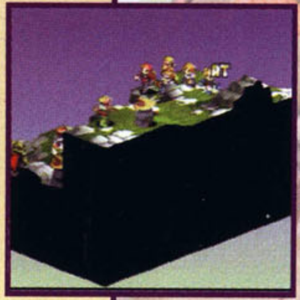
Objective: Defeat all enemies!
Enemy Units: Knight x 1, Lancer x 2, Wizard x 2, Archer x 1
Difficulty Level: 3/5
Recommended Experience Level: 41
Treasure Data:
X:0 Y:4—Diamond Sword or Ether
X:6 Y:7—Gold Staff or Maiden's Kiss
X:5 Y:1—Wizard Rod or Remedy
X:9 Y:0—Windslash Bow or Phoenix Down

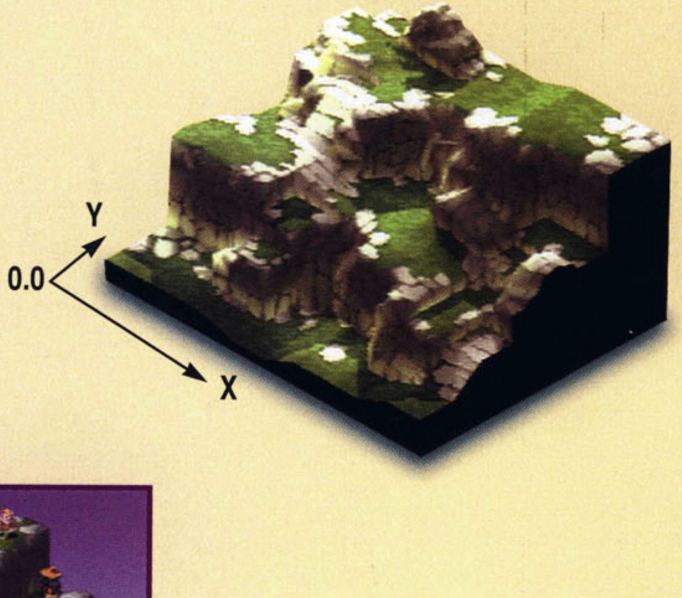
Suggested Attack Team Composition and Formation:

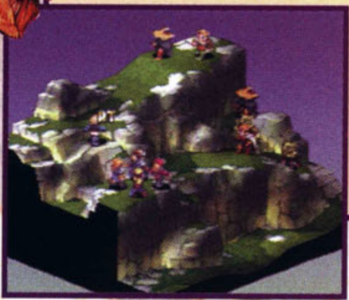

Lv.42 Exp.50
HP 275/275
MP 104/104
CT
04 Mustadio
Chemist
Brave 60 Faith 6
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

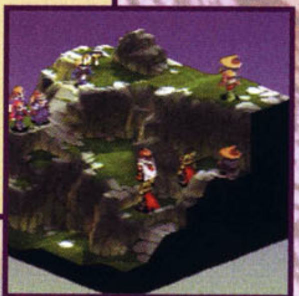
Your primary objective, first and foremost, is to remove the two Wizards from the battlefield. Their high-level spells make them the most dangerous units, and the only enemies whose attacks can affect multiple members of your party at once. Having the Two Swords ability equipped will allow your characters to eliminate them as well as most of the other enemies they pair off with in a single round.

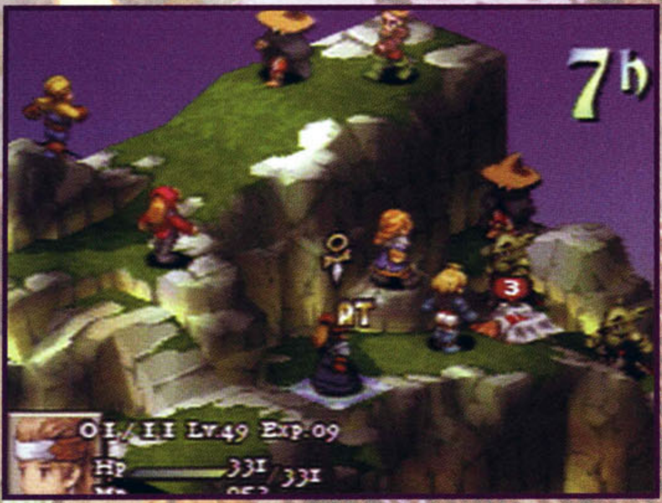




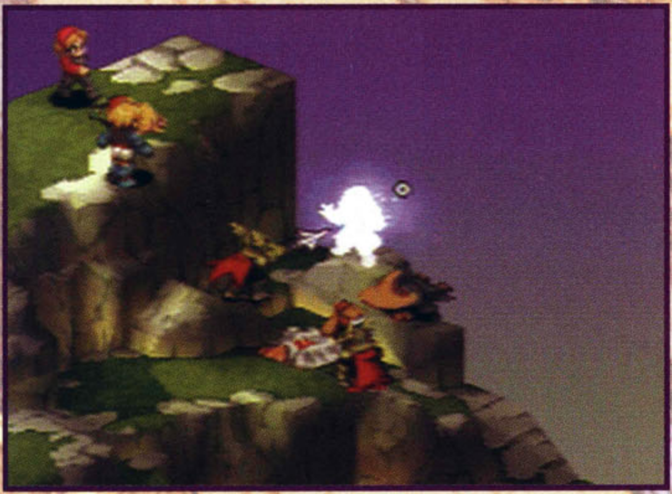








Beware of the Lancer's Jump attacks. When a Lancer initiates this type of attack, he/she leaves the screen streaking skyward and can't be targeted by your characters until he/she descends and completes the attack. On the plus side, if the targeted character has his/her AT before the Jump strikes, you can successfully evade by moving your character off of the targeted panel.



TIP

CheckPoint!

The next few battles take place on battlefields that contain some rather steep terrain and tall buildings. To even things out and close the distance between you and the enemy quickly, equip characters with the Lancer's Ignore Height movement ability.

NOTE

After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include Archers, Chocobos, Knights, Juravis', Panthers, Monks, Woodmen, Bull Demons, and Behemoths.

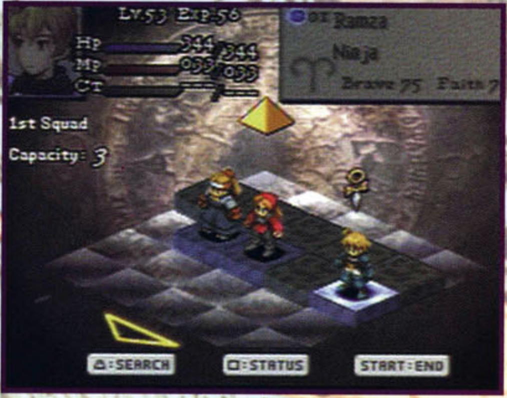
BATTLE MAP 34

BERVENIA FREE CITY

Objective: Defeat Meliadoul!
Enemy Units: Meliadoul (Divine Knight), Archer x 2, Summoner x 2, Ninja x 1
Difficulty Level: 3/5
Recommended Experience Level: 41
Treasure Data:

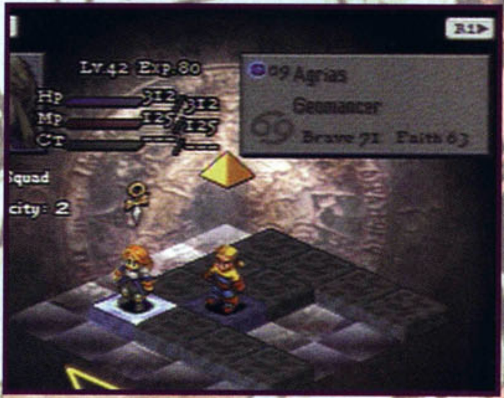
X:0 Y:8—Bloody Strings or Potion
X:7 Y:2—Partisan or Ether
X:5 Y:7—Papyrus Plate or Hi-Potion
X:9 Y:10—Gokuu Rod or Remedy

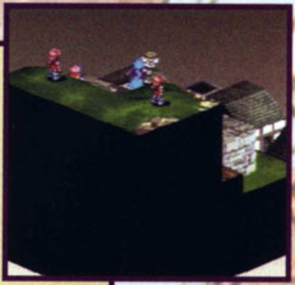
Suggested Attack Team Composition and Formation:

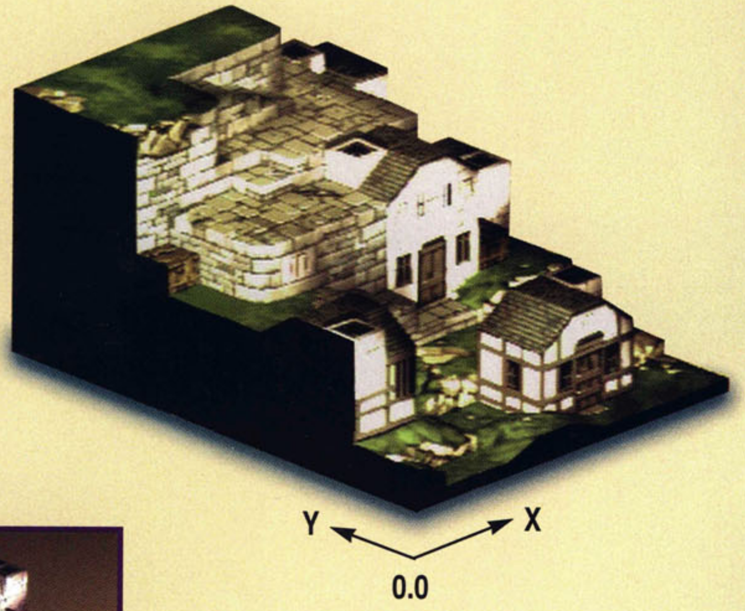

Lv.53 Exp.56
Hp 344/344
Mp 033/033
CT
01 Ramza
Ninja
Brave 75 Faith 7
1st Squad
Capacity: 3
△:SEARCH
□:STATUS
START:END

1st Battalion

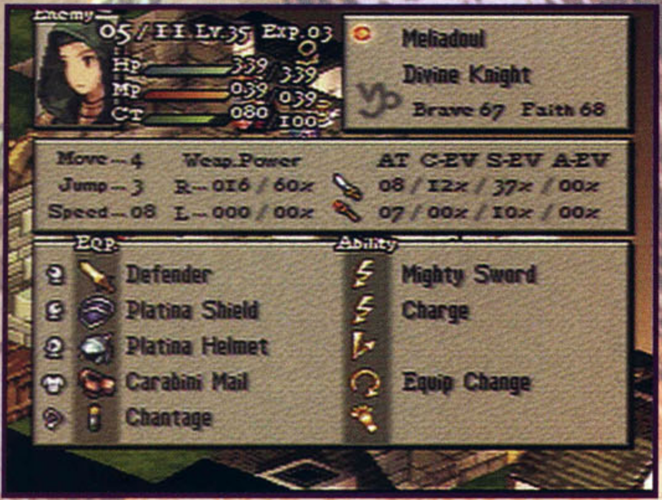
2nd Battalion


R1
Lv.42 Exp.80
09 Agrias
Hp 312/312
Mp 125/125
CT
Geomancer
Brave 72 Faith 63
Squad
city: 2





Meliadoul is a practitioner of the Mighty Sword abilities, which inflict not only HP damage but can destroy weapons and armor at the same time. Characters equipped with the Two Swords support ability and Ignore Height movement ability should be able to rush up the front of the building and reach Meliadoul during the first round of battle. If you have multiple characters equipped with these abilities, you should be able eliminate her and end this battle in two to three rounds. Reducing her HP to zero isn't necessary; you just need to inflict enough damage to bring her close to Critical status (approximately 15 to 20 HP).



Enemy
05 / 11 Lv.35 Exp.03
HP 339 / 339
MP 039 / 039
CT 080 / 100
Meliadoul
Divine Knight
Brave 67 Faith 68

Move -- 4
Jump -- 3
Speed -- 08

Weap.Power	AT	C-EV	S-EV	A-EV
R -- 016 / 60%	08	12%	37%	00%
L -- 000 / 00%	07	00%	10%	00%

Eqp.	Ability
Defender	Mighty Sword
Platina Shield	Charge
Platina Helmet	
Carabini Mail	Equip Change
Chantage	

If any of your characters have been trained in the Thief Job Class and have learned Steal Weapon and/or Steal Accessory, now's the time to put those abilities to use.

With these skills, a good Thief should be able to appropriate both the Defender Sword and Chantage Perfume from Meliadoul. These items are unavailable anywhere else in the game and come in handy in the battles ahead.

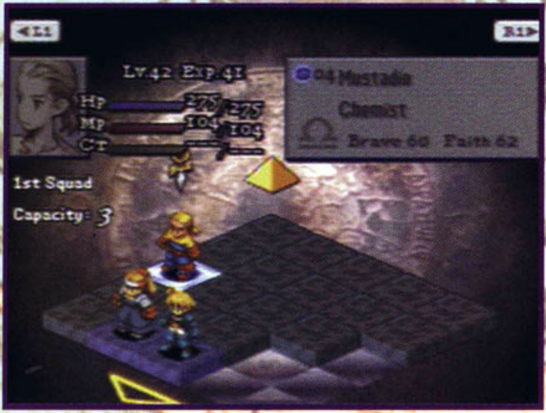
After this battle, start checking the status screen of all high-profile characters to see if they're using any rare pieces of equipment. While theft isn't an efficient way to acquire things, you'll start running into items that are available by no other means.

BATTLE MAP 35

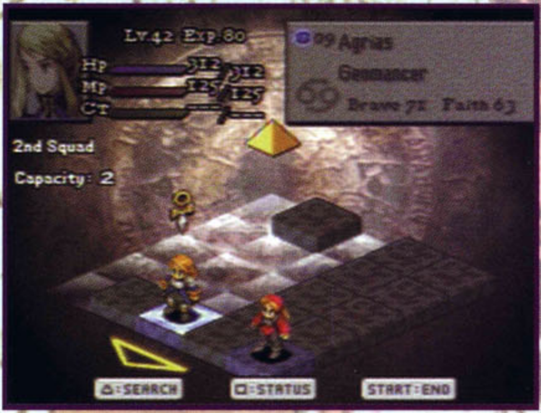
FINATH RIVER

Objective: Defeat all enemies!
Enemy Units: Black, Red, or Yellow Chocobo x 5, Uribo or Black, Red, or Yellow Chocobo x 1
Difficulty Level: 3/5
Recommended Experience Level: 41
Treasure Data:
X:1 Y:5—P Bag or Maiden's Kiss
X:3 Y:14—Black Hood or Potion
X:2 Y:1—Diamond Shield or Phoenix Down
X:9 Y:4—Power Sleeve or Hi-Potion

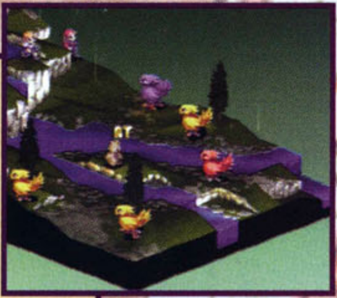
Suggested Attack Team Composition and Formation:

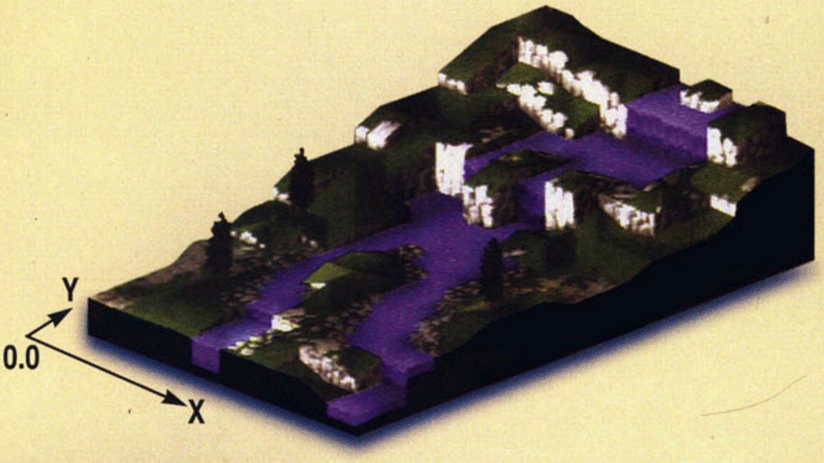

◄L1
R1►
Lv.42 Exp.41
Hp 275/275
Mp 104/104
CT
04 Mustadio
Chemist
Brave 60 Faith 62
1st Squad
Capacity: 3

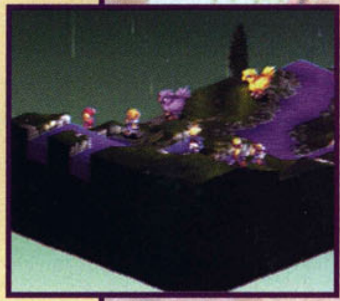
1st Battalion

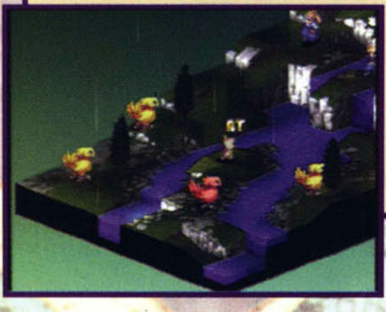

Lv.42 Exp.80
Hp 312/312
Mp 125/125
CT
09 Agrias
Geomancer
Brave 7X Faith 63
2nd Squad
Capacity: 2
△:SEARCH
□:STATUS
START:END

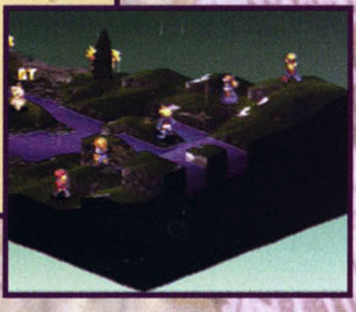
2nd Battalion











Depending on which types of Chocobos appear on this battlefield, this can either be a relatively short or a very long battle. Remember, only the Yellow Chocobos can heal with Choco Cure, while Red and Black ones have offensive attacks such as Choco Ball and Choco Meteor.

NOTE

After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include Archers, Chocobos, Knights, Pisco and Bull Demons, Red Panthers, Oracles, Morbols, Trents, and Red Dragons.

Poach was successful!

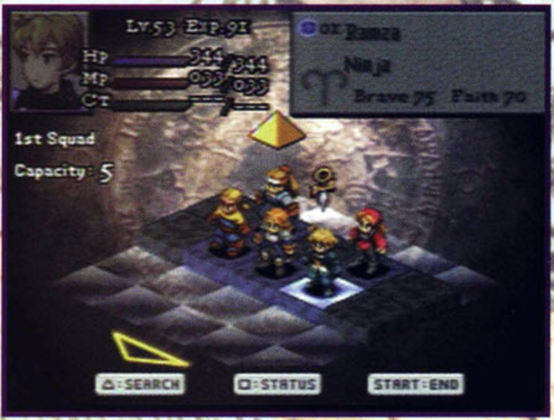
With this in mind, once you start attacking a Chocobo, use multiple characters against it and finish the job. If you don't, chances are good that if there's a yellow Chocobo within movement range, it will step in and heal up its brethren, sending you back to square one.

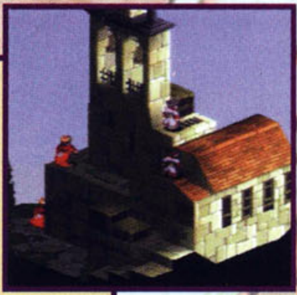
BATTLE MAP 36

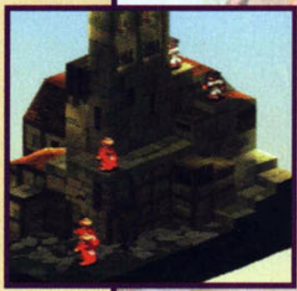
CHURCH OUTSIDE THE TOWN

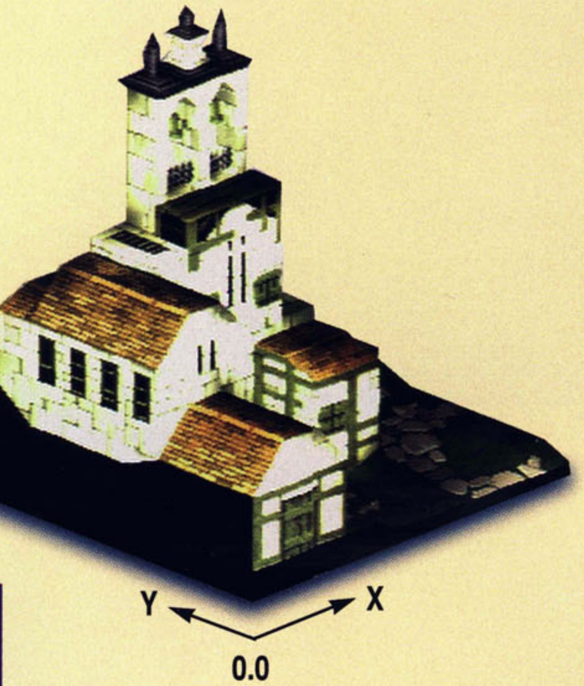
Objective: Defeat Zalmo!
Enemy Units: Zalmo (Holy Priest), Knight x 3, Oracle x 2
Difficulty Level: 3/5
Recommended Experience Level: 43
Treasure Data:
X:2 Y:8—White Robe or Ether
X:4 Y:4—Magic Ring or Remedy
X:4 Y:5—108 Gems or Maiden's Kiss
X:7 Y:4—Assassin Dagger or Phoenix Down

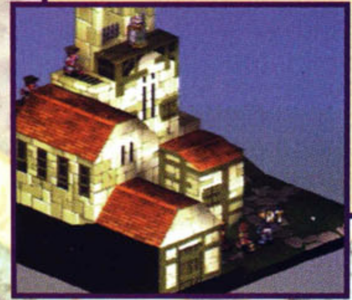
Suggested Attack Team Composition and Formation:

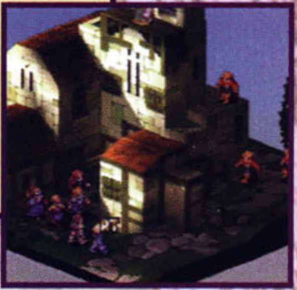

Lv.53 Exp.91
Hp 344/344
Mp 033/033
CT
Ramza
Ninja
Brave 75 Faith 70
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END





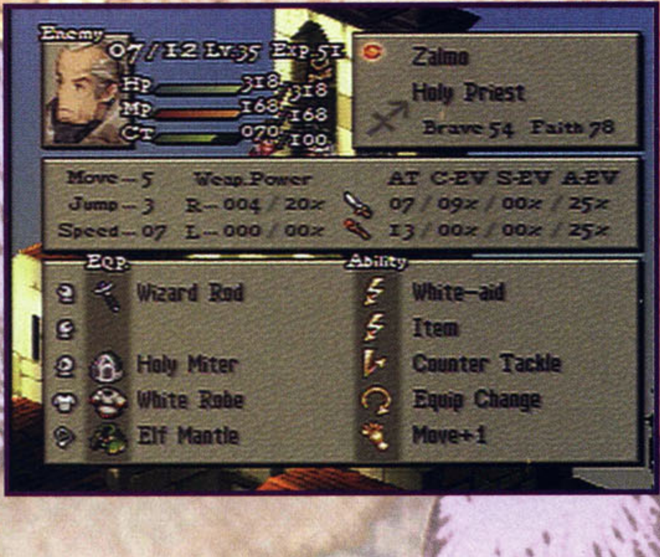






This is another battle that's easier to win if one or more of your characters are equipped with the Lancer's Ignore Height movement ability. With it, you can scale the face of the church and start attacking Zalmo from the very beginning.

However, without this ability, if your characters have low Jump attributes, the battle will take longer, because you must navigate around to the back side of the church to gain access to the roof sections.

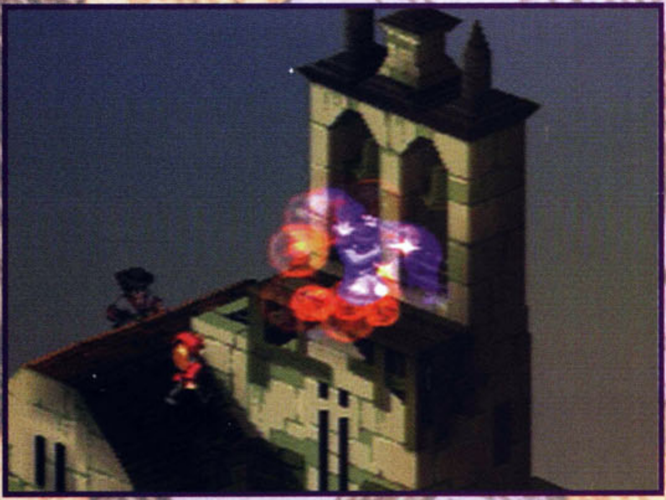


```
Enemy
07/12 Lv.35 Exp.51      Zalmo
Hp 318/318              Holy Priest
Mp 168/168
CT 070/100                Brave 54  Faith 78

Move--5   Weap.Power      AT  C-EV  S-EV  A-EV
Jump--3   R--004 / 20%    07 / 09% / 00% / 25%
Speed--07 L--000 / 00%    13 / 00% / 00% / 25%

EQP.                      Ability
Wizard Rod                White-aid
                          Item
Holy Miter                Counter Tackle
White Robe                Equip Change
Elf Mantle                Move+1
```

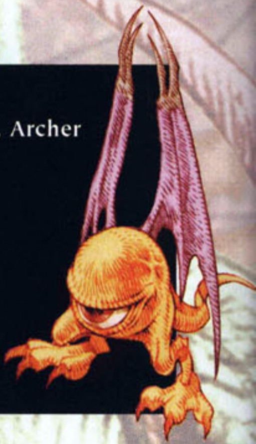
If you injure Zalmo significantly, chances are he'll use the action portion of his next turn healing himself. Use this knowledge to your advantage by hurting him enough each round to keep his offensive attacks to a minimum and allow the rest of your party to concentrate on the Knights and Oracles.



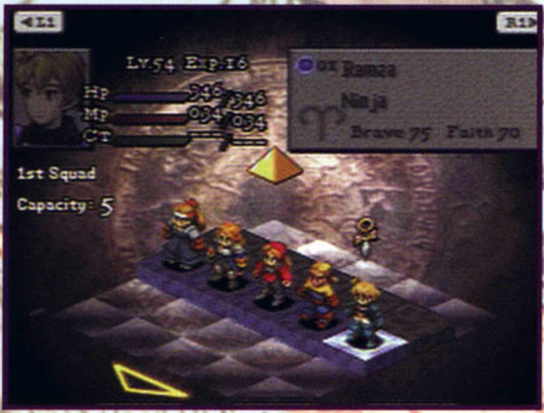
BATTLE MAP 37

BED DESERT

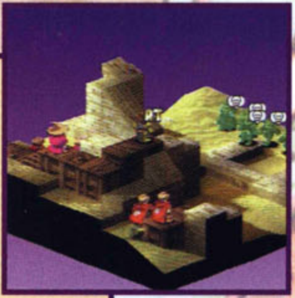
Objective: Defeat Balk!
Enemy Units: Balk (Engineer), Knight x 2, Archer x 2, Wizard x 1
Difficulty Level: 3/5
Recommended Experience Level: 43
Treasure Data:
X:3 Y:7—Yagyu Darkness or Hi-Potion
X:4 Y:3—Yagyu Darkness or Hi-Potion
X:8 Y:3—Yagyu Darkness or Hi-Potion
X:8 Y:8—Yagyu Darkness or Hi-Potion

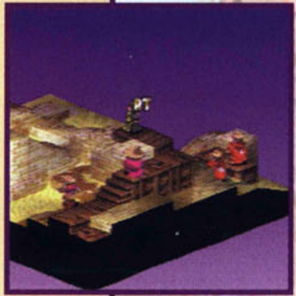


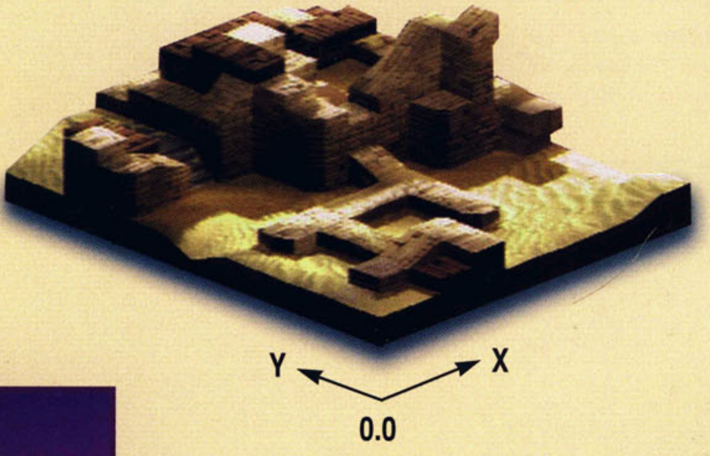
Suggested Attack Team Composition and Formation:

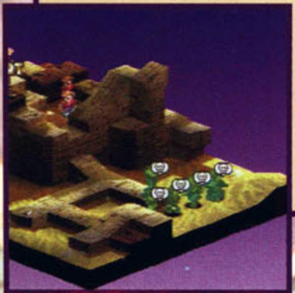

L1
R1
Lv.54 Exp.16
Hp 346/346
Mp 034/034
CT
Ramza
Ninja
Brave 75 Faith 70
1st Squad
Capacity: 5

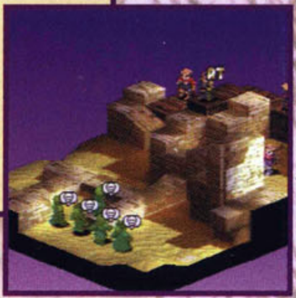
The poison that infects the entire party at the beginning of the battle continues to reduce their HP each round until they're cured using Antidote or Remedy items (Chemist ability), Esuna magic (Priest ability) or its effects wear off.



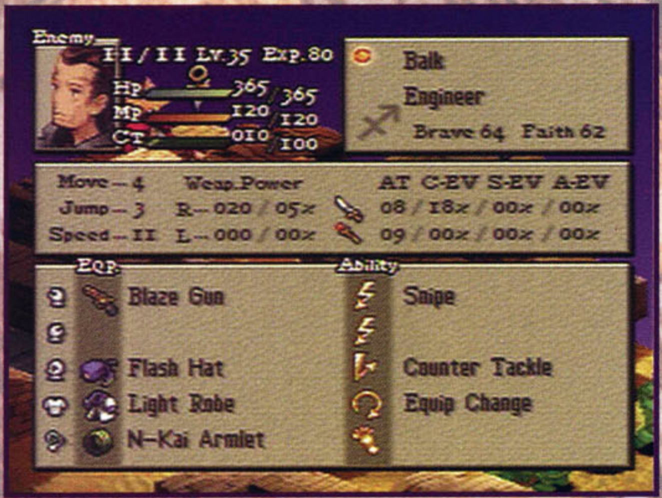








By now your character's HP should be high enough that you can easily defeat Balk before the poison becomes a concern. In fact, the poison is more of a red herring to keep you from concentrating on the task at hand.



Enemy
11 / 11 Lv.35 Exp.80
HP 365/365
MP 120/120
CT 010/100

Balk
Engineer
Brave 64 Faith 62

Move – 4
Jump – 3
Speed – 11

Weap.Power AT C-EV S-EV A-EV
R – 020 / 05% 08 / 18% / 00% / 00%
L – 000 / 00% 09 / 00% / 00% / 00%

EQP.
Blaze Gun
Flash Hat
Light Robe
N–Kai Armlet

Ability
Snipe
Counter Tackle
Equip Change

If you check the Unit List, you'll see Balk has a new type of Gun, the Blaze Gun. This Gun is one of three hard-to-find Guns (Blaze Gun, Blast Gun, and Glacier Gun) that shoot magical spells. The Blaze Gun shoots Ice spells of varying strengths (Ice to Ice 3).

2D
10 / 11 Lv.42 Exp.78
HP 275/275
MP 104/104
CT 004/100

The potential damage shown when you target an enemy with one of these guns is based on the basic level of the spell, while the actual output is randomly selected. These guns are great weapons to have, and we strongly encourage you to steal this one—even if it means prolonging the battle. Keep in mind, however, that Balk can produce the same sniping attacks as Mustadio.

NOTE

After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include Bombs, Panthers, Flotiballs, Skeletons, Bull Demons, Behemoths, and Steel Hawks.

TIP

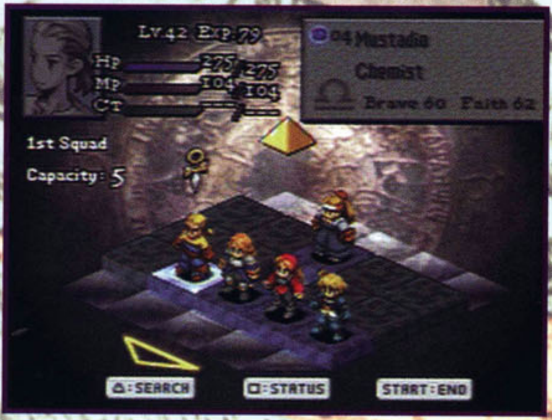
CheckPoint!

For Battle 38, you may choose between two battlefields. Neither has an advantage over the other. The enemies are of equal toughness and the battlefields are roughly similar. However, the treasures on 38-B—if you're into that sort of thing—are slightly nicer. Regardless of which battlefield you chose, the next battle starts another series of two.

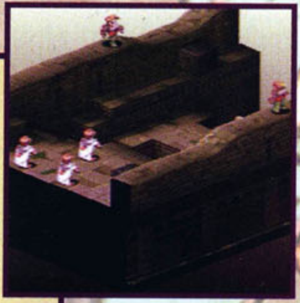
BATTLE MAP 38A
SOUTH WALL OF BETHLA GARRISON

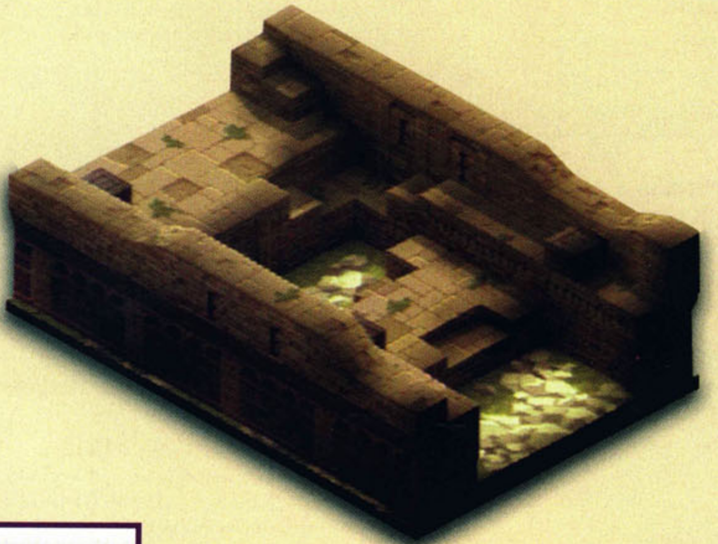
Objective: Defeat all enemies!
Enemy Units: Knight x 3, Archer x 2, Ninja x 1, Thief x 1
Difficulty Level: 3/5
Recommended Experience Level: 45
Treasure Data:
X:1 Y:11—Yagyu Darkness or Phoenix Down
X:2 Y:4—Platinum Sword or Hi-Potion
X:4 Y:7—Golden Hairpin or X-Potion
X:7 Y:2—Carabini Mail or Hi-Ether

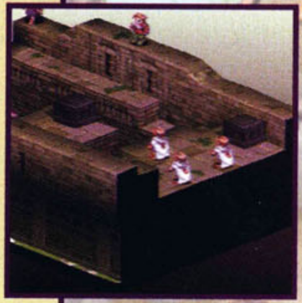
Suggested Attack Team Composition and Formation:

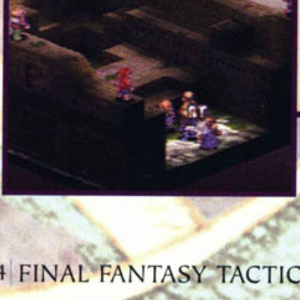

Lv.42 Exp.79
Hp 275/275
MP 104/104
CT
04 Mustadio
Chemist
Brave 60 Faith 62
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

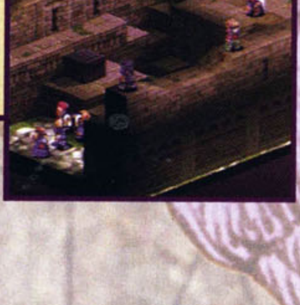
The enemy is rather spread out on this battlefield, which gives your party the upper hand in terms of numbers. By dividing your forces into two parties of equal force you should have no problem eliminating the Archers, Ninja, and Thief before the Knights can close the distance. If you're in doubt as to whom to take out first, remember: The Ninja has an innate ability to attack with two weapons, effectively doubling the damage he can do.







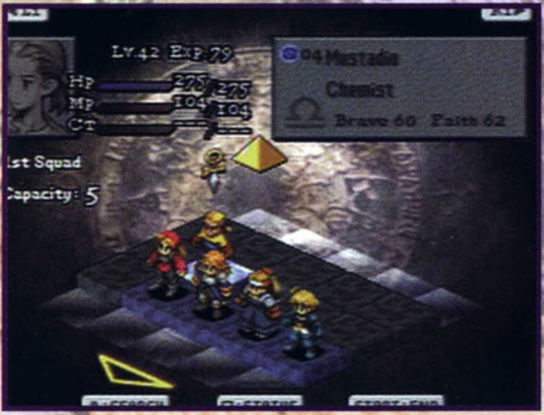




BATTLE MAP 38B
NORTH WALL OF BETHLA GARRISON

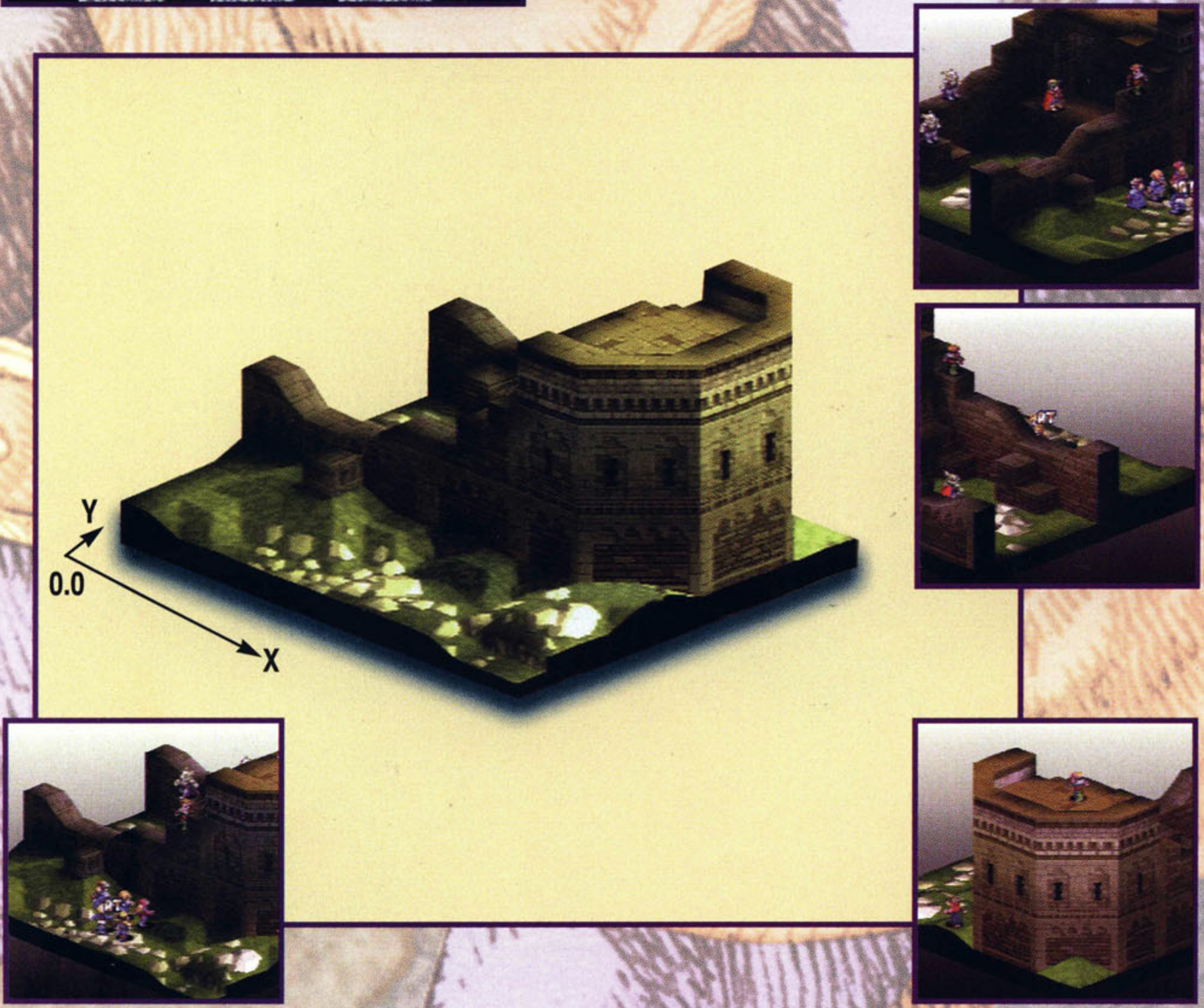
Objective: Defeat all enemies!
Enemy Units: Archer x 2, Monk x 1, Summoner x 1, Lancer x 2
Difficulty Level: 3/5
Recommended Experience Level: 45
Treasure Data:
X:0 Y:10—Angel Ring or Phoenix Down
X:3 Y:3—Air Knife or Hi-Potion
X:10 Y:7—Rune Blade or X-Potion
X:11 Y:0—Kikuichimoji or Hi-Ether

Suggested Attack Team Composition and Formation:



Lv.42 Exp.79
HP 275/275
MP 104/104
CT
04 Mustadio
Chemist
Brave 60 Faith 62
1st Squad
Capacity: 5

This is yet another level where the Lancer's Ignore Height movement ability allows a character to attack enemies poised on the ramparts faster, unless they're equipped with abilities that enable them to use ranged attacks. If you can reduce the Summoner's HP within the first few rounds of battle, there's a good chance he'll retreat and use the action portion of his Active Turn to heal himself instead of summoning another Shiva or Ifrit attack on your party. This should give you the time you need to eliminate him altogether and then concentrate on the Archers, Lancers, and the Monk.



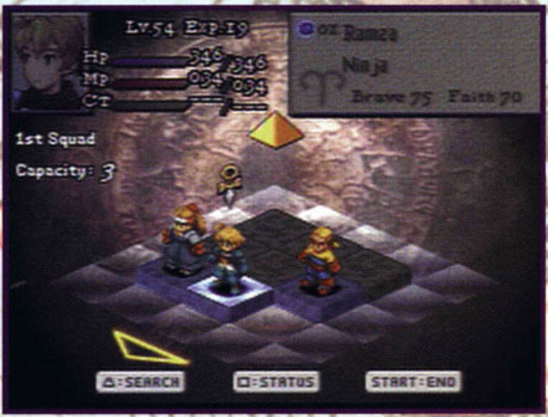
BATTLE MAP 39

IN FRONT OF BETHLA GARRISON'S SLUICE

Objective: Open water gate at Bethla Garrison
Enemy Units: Wizard x 2, Archer x 2, Knight x 4
Difficulty Level: 3/5
Recommended Experience Level: 45
Treasure Data:

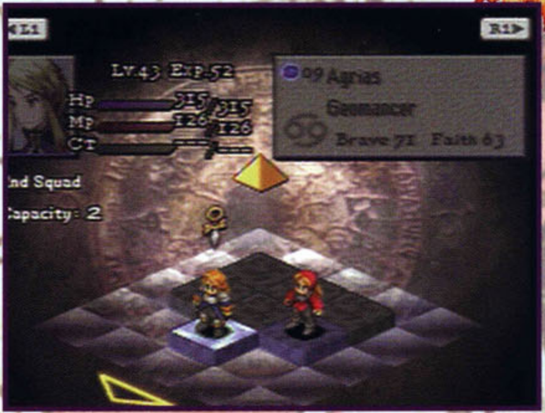
X:1 Y:5	Crystal Shield or Hi-Ether
X:5 Y:2	Crystal Helmet or Remedy
X:8 Y:4	Flash Hat or Phoenix Down
X:11 Y:9	Crystal Mail or Hi-Potion

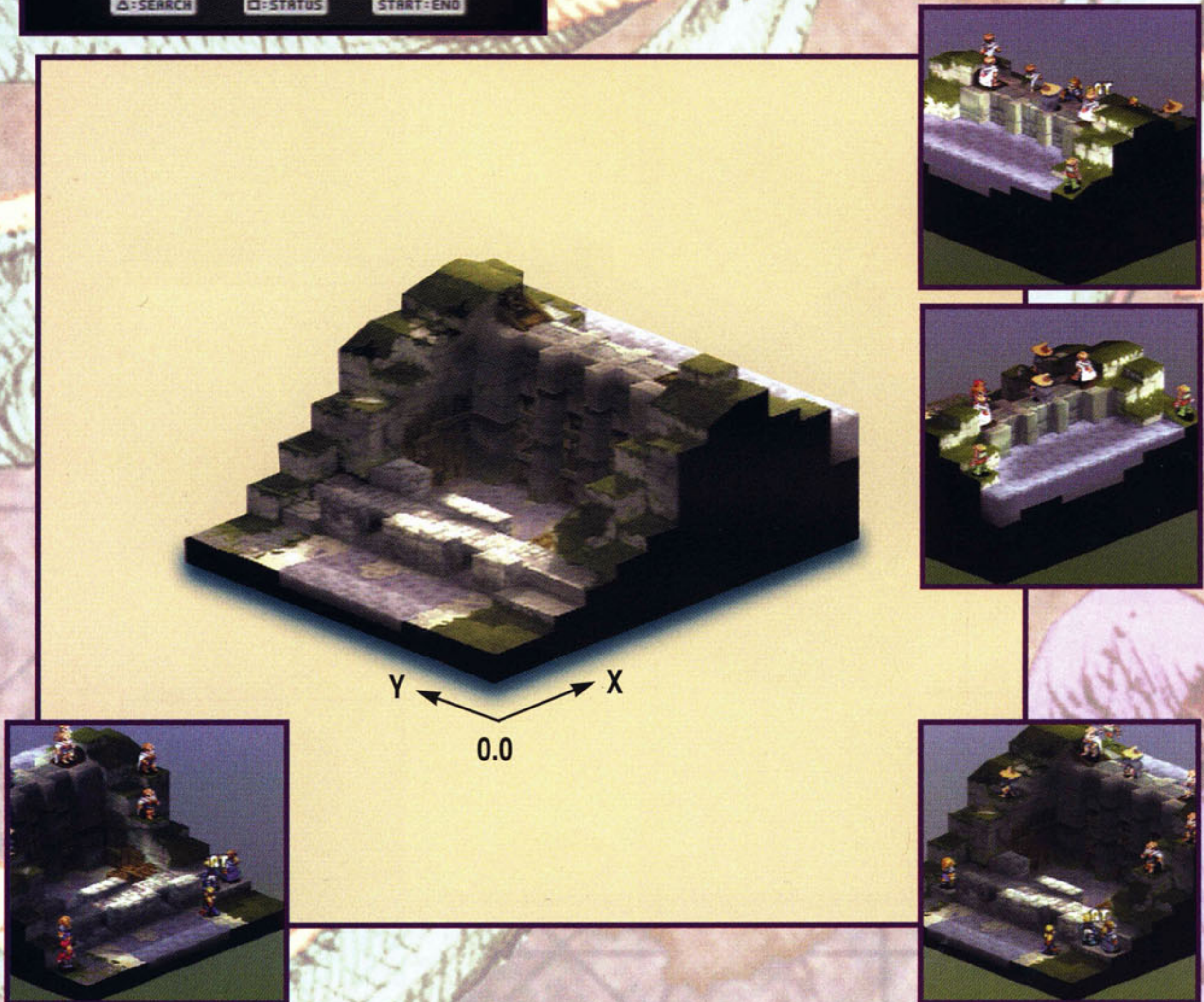
Suggested Attack Team Composition and Formation:


Lv.54 Exp.19
HP 346/346
MP 034/034
CT
02 Ramza
Ninja
Brave 75 Faith 70
1st Squad
Capacity: 3
△:SEARCH
□:STATUS
START:END

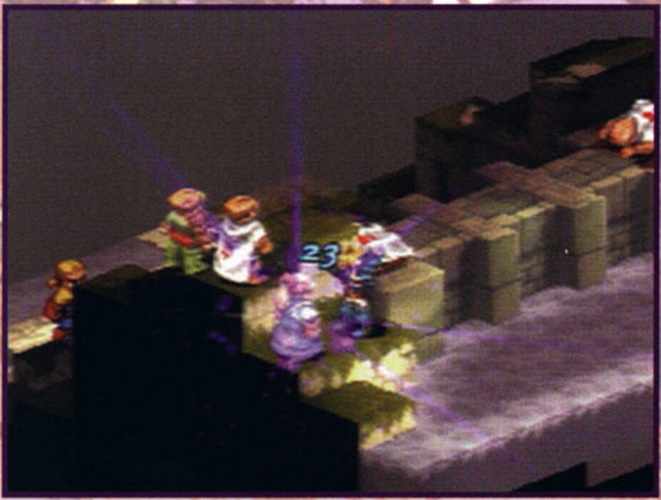
1st Battalion

2nd Battalion

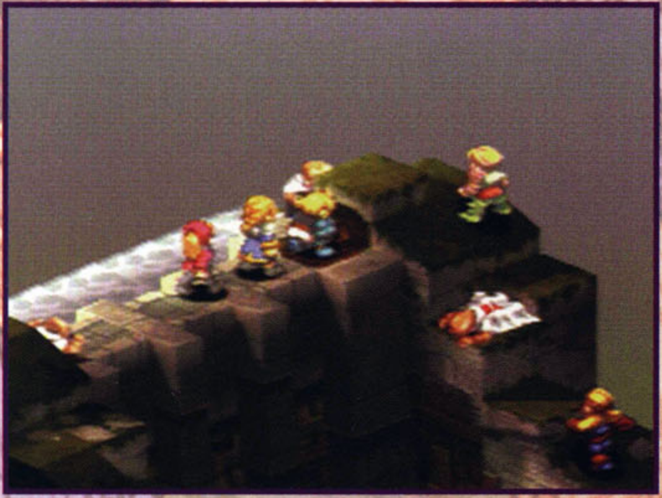

L1
R1
Lv.43 Exp.52
HP 315/315
MP 126/126
CT
09 Agrias
Geomancer
Brave 71 Faith 63
nd Squad
apacity: 2



The objective of this battle is to open the floodgate, releasing water that will immobilize both armies and prevent all-out war. To accomplish this, you must defeat the two Knights posted at either side of the top of the dam. Once you have defeated the Knights and their life counters expire, Ramza (and only Ramza) can then open the floodgate by ending his movement on each of the tiles, allowing him to pull the levers found on them.



The two Knights guarding the floodgate levers can't leave their posts, reducing the actual number of enemies the party has to face. Split the party into two groups and try to eliminate the Wizards first. After disposing of them, take out the other two Knights and the Archers before attacking the Knights guarding the levers



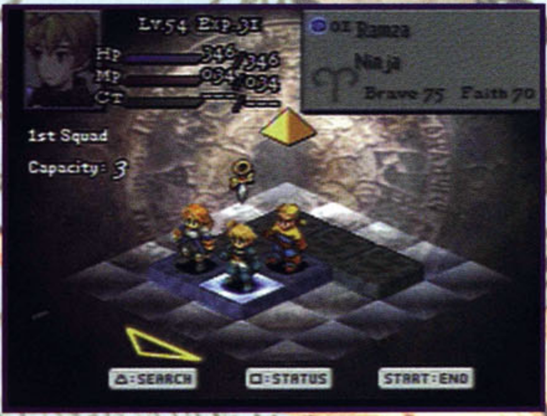
Unlike any other battle, this one ends only after Ramza is killed and not revived or has successfully pulled the levers and released the flood waters. You needn't leave an enemy living to complete your mission.

BATTLE MAP 40

GERMINAS PEAK

Objective: Defeat all enemies!
Enemy Units: Ninja x 1, Archer x 3, Thief x 2
Difficulty Level: 4/5
Recommended Experience Level: 59
Treasure Data:
X:3 Y:3—Ninja Long or Potion
X:3 Y:11—Platinum Sword or Hi-Potion
X:4 Y:6—Vanish Mantle or Ether
X:7 Y:4—Morning Star or Remedy

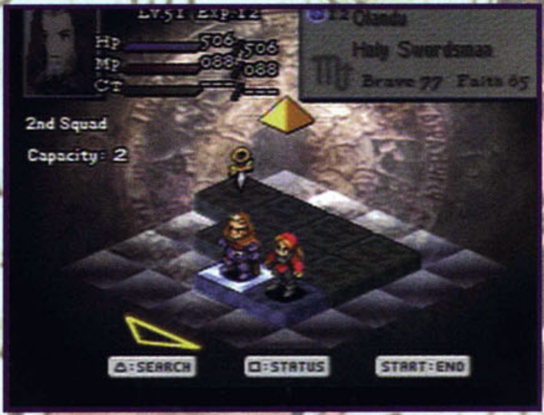
Suggested Attack Team Composition and Formation:



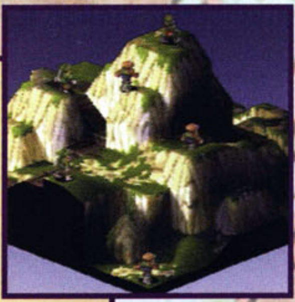
Lv.54 Exp.31
HP 346/346
MP 054/054
CT
02 Ramza
Ninja
Brave 75 Faith 70
1st Squad
Capacity: 3

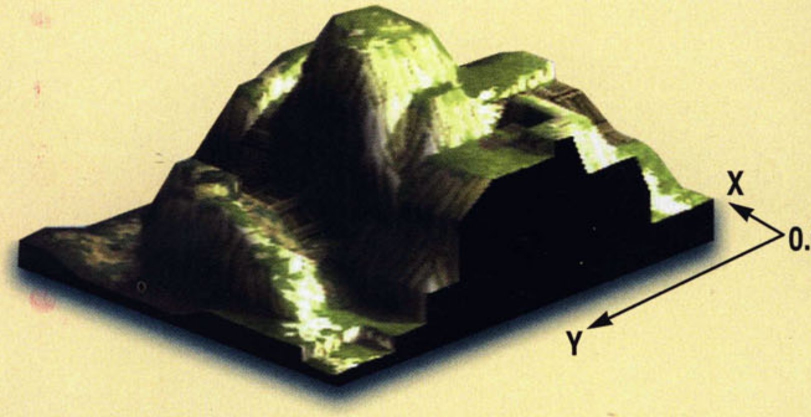
1st Battalion

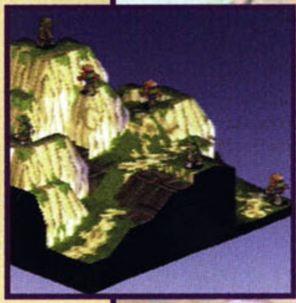
2nd Battalion

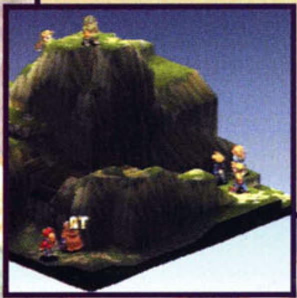


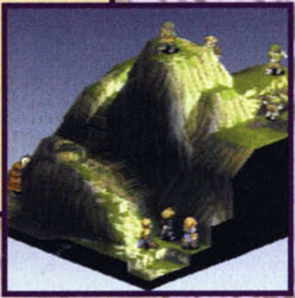
Lv.51 Exp.12
HP 506/506
MP 088/088
CT
12 Olandu
Holy Swordsman
Brave 77 Faith 65
2nd Squad
Capacity: 2



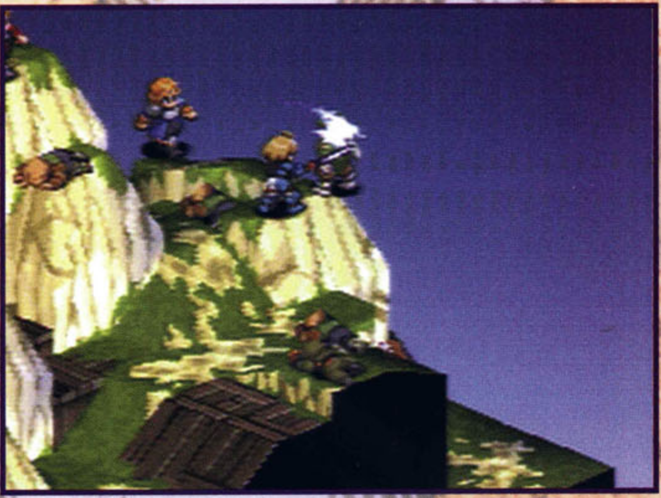




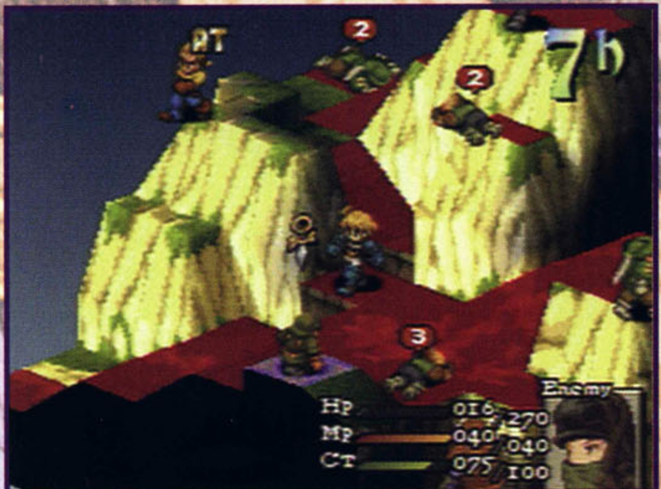




The steep terrain of this battlefield increases the battle's difficulty by reducing the area displayed when you're shown where you can move or attack. If you're unsure of your range, try placing the targeting cursor on the panel you want to move to or attack to see if it's within range. The hill in the center of this battlefield is both friend and foe. Although it shields your party members from direct range attacks, it also prevents you from using that same type of attack on the enemy.



The best strategy for this field is to make sure you divide your two groups of characters equally in terms of both offensive and defensive power. From there, be sure not to separate them by too much. If one party member can't move as quickly as the rest, let the others of that group hang back and keep the party together.



Check out the Unit List screen to see whether the enemy Thief is equipped as a Chemist and has the ability to heal and revive his injured or fallen comrades.

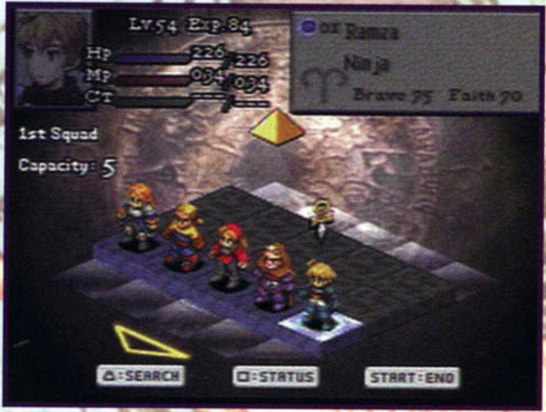
NOTE

After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include Panthers, Juravis, Bull Demons, Dragons, Plagues, Archers, Summoners, and Behemoths.

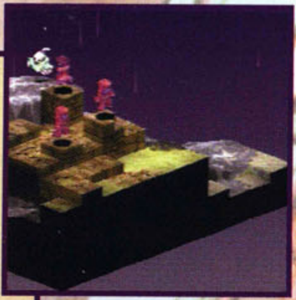
BATTLE MAP 41
POESKAS LAKE

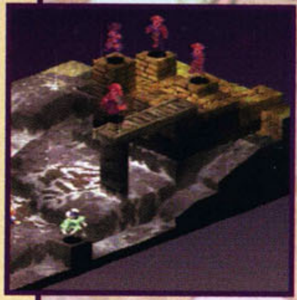
Objective: Defeat all enemies!
Enemy Units: Revnant x 2, Oracle x 1
Archer x 2, Summoner x 1
Difficulty Level: 5/5
Recommended Experience Level: 59
Treasure Data:
X:3 Y:13—Cashmere or Maiden's Kiss
X:5 Y:12—Platina Helmet or Phoenix Down
X:6 Y:5—Circlet or Potion
X:8 Y:13—Platina Armor or Hi-Potion

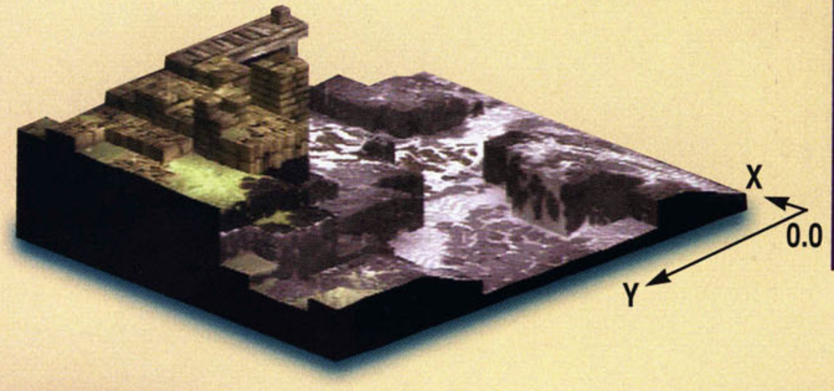
Suggested Attack Team Composition and Formation:

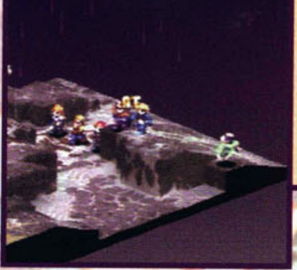

Lv.54 Exp.84
HP 226/226
MP 034/034
CT
Ramza
Ninja
Brave 75 Faith 70
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

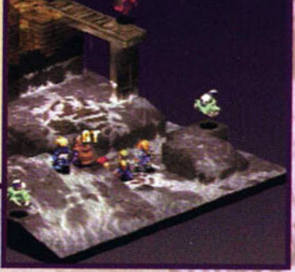
By entering this area, the party has awakened the tortured souls of the dead and must now defeat them to proceed. Like other undead, these enemies are vulnerable to items such as potions and Cure spells. Remember that once a ghost's life counter expires, it can return from the dead (again). Fortunately, if it does manage to arise, the HP it recovers are insufficient to prevent any character in range from putting them to rest (again).

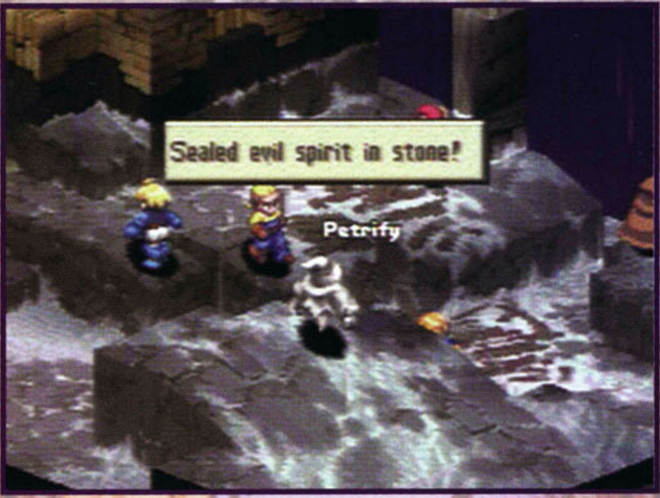












Sealed evil spirit in stone!

The Oracle and Summoners should be the party's primary concern. After vanquishing them, the party can then lay the Archers to rest once more. If one of your party is equipped with the Thief's Steal ability and has learned Steal Weapon, the Ultimus Bows the Archers carry are yet another treasure you won't find available for purchase anywhere in Ivalice.

NOTE

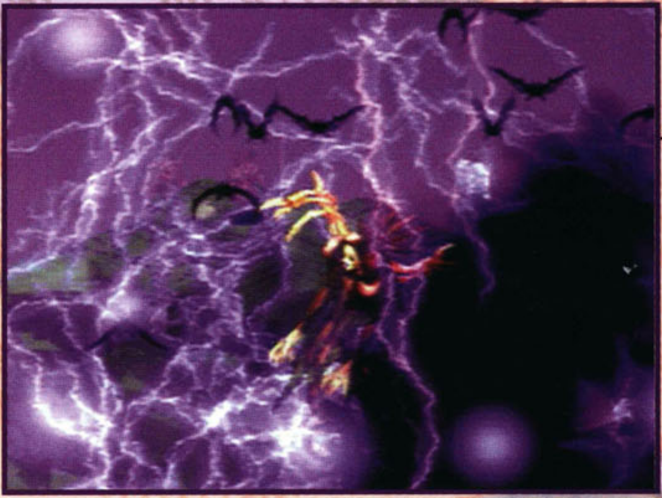
After you complete this battlefield successfully, it becomes an area where random battles can occur. Possible enemies/monsters include Bombs, Ghouls, Skeletons, Behemoths, Cocatoris', Archers, Red Dragons, Wizards, Monks, and Minitauris'.

TIP

CheckPoint!

After this battle, take time to stock up on any necessary items and provisions. The next three battles are again fought in a continuous series from which you'll be unable to exit until completing the third successfully. Given the nature of the beings the party faces in the next few battles, take time to purchase five Angel Rings and five 108 Gems.

This is also a point in the game where Ramza can learn the last of the Guts abilities, Ultima. To learn this spell, you must select Squire as Ramza's Job Class and get caught in and survive the effects of the spell during one of the next two battles. While changing Job Classes, it's a good idea to equip at least one of your characters with the Item skill to cure any status anomalies that might occur.

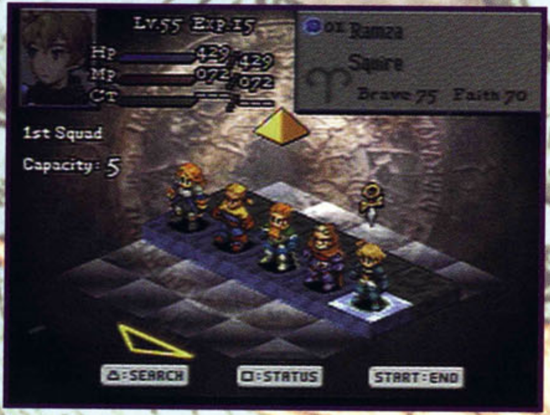


BATTLE MAP 42

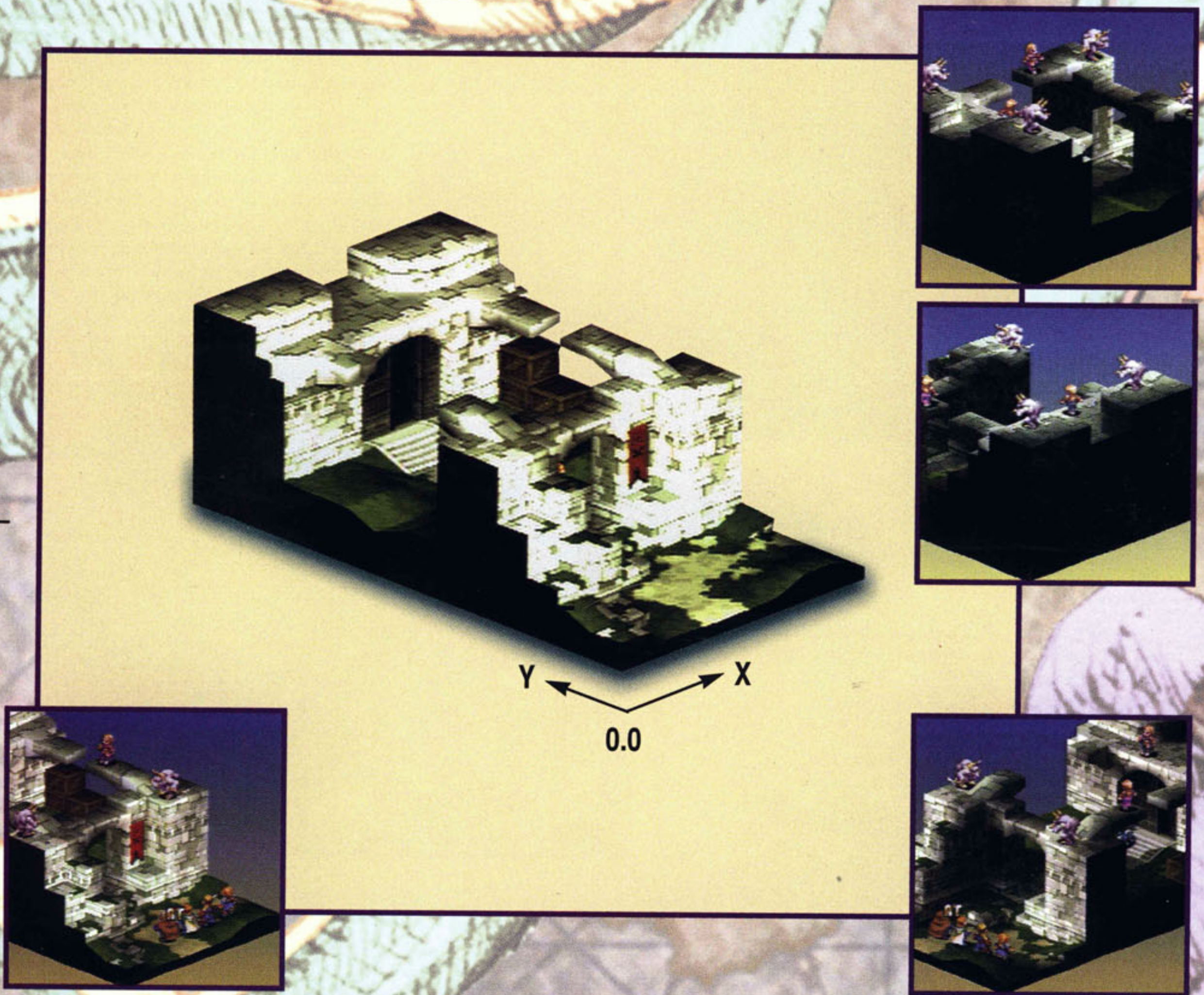
AT THE GATE OF LIMBERRY CASTLE

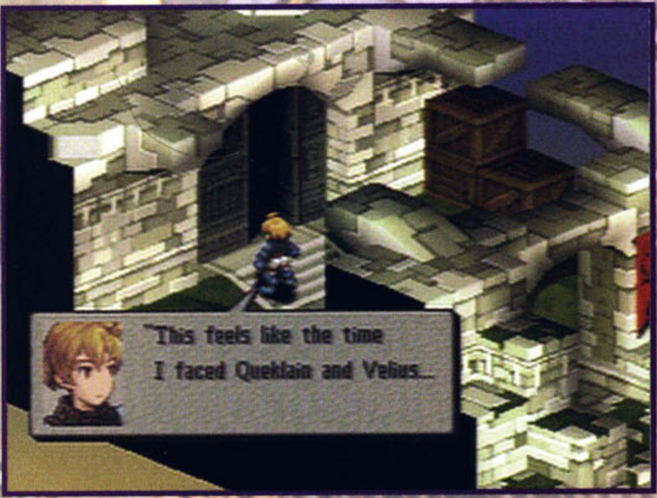
Objective: Defeat all enemies!
Enemy Units: Apanda x 4, Assassin x 2
Difficulty Level: 5/5
Recommended Experience Level: 60
Treasure Data:
X:2 Y:6—Earth Clothes or Ether
X:3 Y:13—Black Robe or Remedy
X:7 Y:4—Sprint Shoes or Maiden's Kiss
X:7 Y:10—Bracer or Phoenix Down

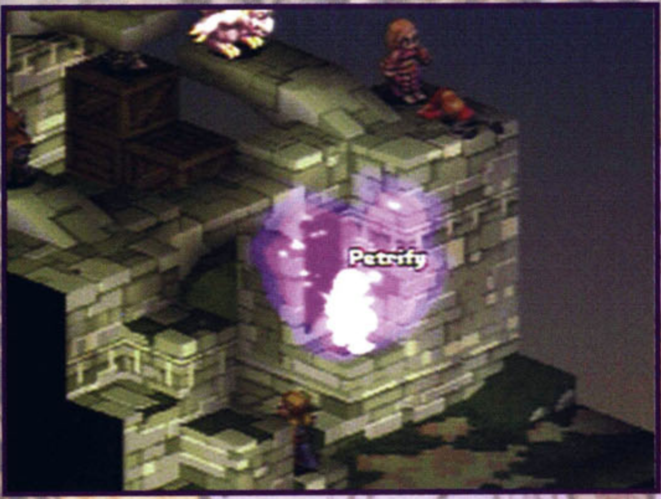
Suggested Attack Team Composition and Formation:


Lv.55 Exp.15
Hp 429/429
Mp 072/072
CT
Ramza
Squire
Brave 75 Faith 70
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

Due to the degree of difficulty this battle poses, given the Apanda's spellcasting abilities and the Assassins' death touches, you may wish to hold off attempting to learn the Ultima spell at this time. For those who insist on learning it here and now, the following points should aid you.




"This feels like the time
I faced Queklain and Velius...

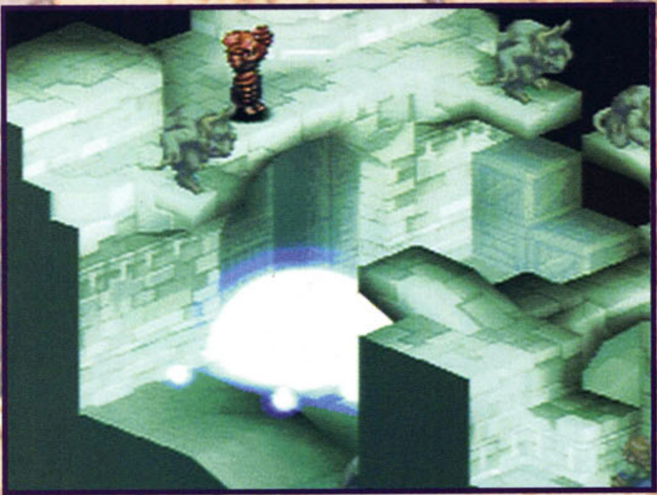


The collection of Bio spells the Apandas possess range from the ability to petrify to turning party members into toads or stopping them dead in their tracks, leaving them unable to move or act. Worse, the Assassins can fell characters in a single blow with their Stop Bracelet ability.

TIP

CheckPoint!

Before entering the next battle, it's a good idea to reequip your entire battle party with the 108 Gems accessory to protect them from being turned into Vampires by Elmdor.



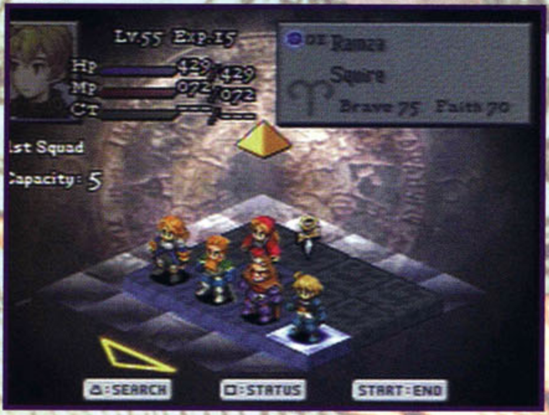
Those who just wish to live through it can reduce this battle's length greatly by focusing all attacks on one of the Assassins. Once defeated, both Assassins will teleport away, ending the battle.

BATTLE MAP 43

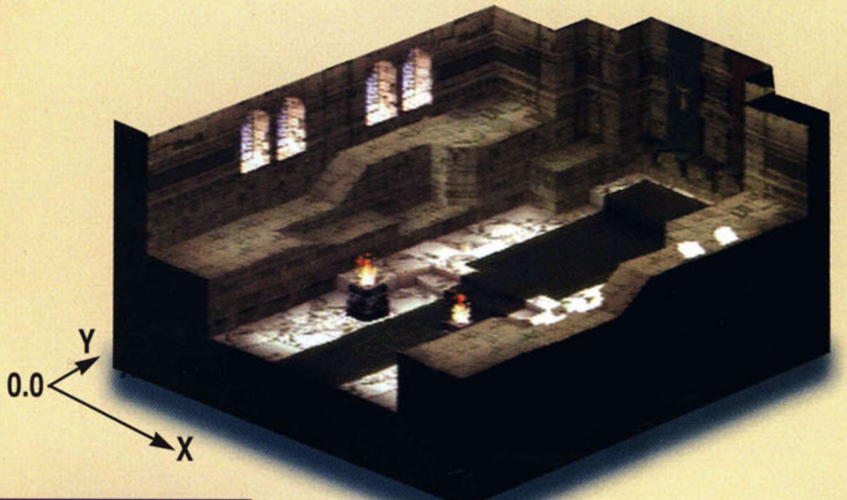
INSIDE OF LIMBERRY CASTLE

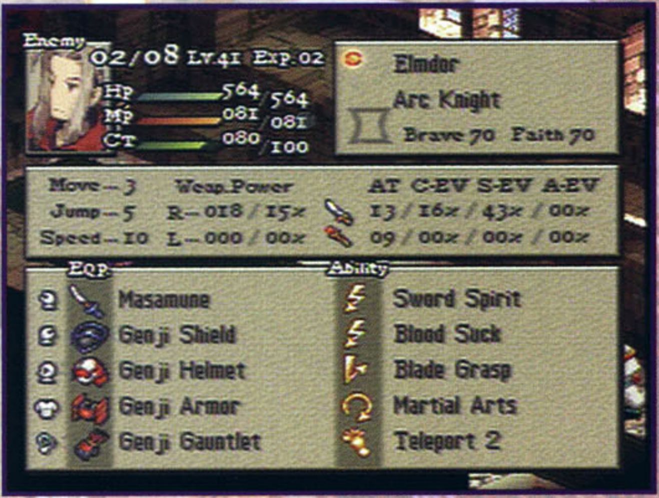
Objective: Defeat Elmdor
Enemy Units: Elmdor (Arc Knight), Assassins x 2
Difficulty Level: 5/5
Recommended Experience Level: 60
Treasure Data:
X:0 Y:10—Dracula Mantle or Potion
X:3 Y:4—Spell Knife or Hi-Potion
X:6 Y:2—Ice Brand or Ether
X:9 Y:0—Muramasa or Remedy

Suggested Attack Team Composition and Formation:

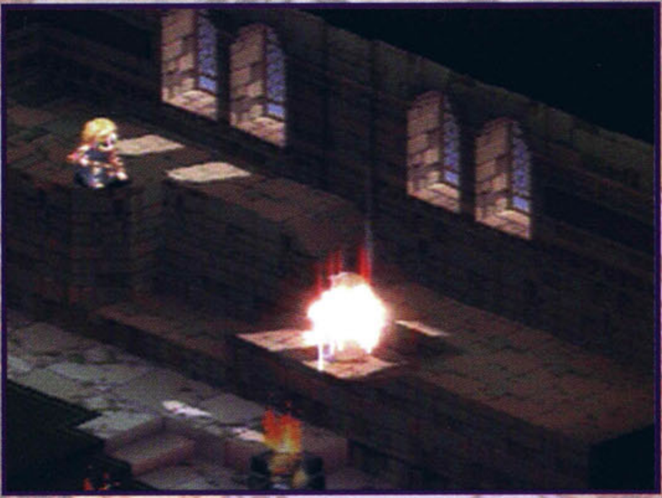

Lv.55 Exp.15
HP 429/429
MP 072/072
CT
Ramza
Squire
Brave 75 Faith 70
1st Squad
Capacity: 5
SEARCH
STATUS
START:END

This battle pits you against both the bloodsucking Elmdor and the deadly Assassins from the previous battle. As you undoubtedly know, these characters can cause serious damage to your party before you can defeat them. Take heart, though, for in this battle you can kill off Celia and Lede once and for all! Although the final death blow will cause them to turn into Ultima Demons, their skills pale in comparison to the mayhem Celia and Lede used to cause.



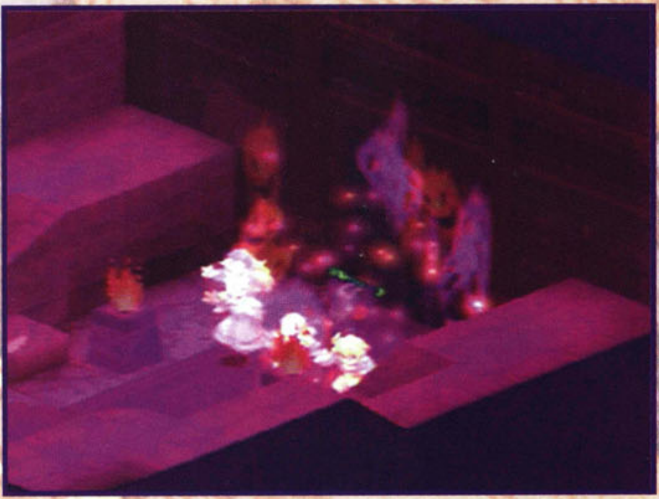

Enemy
02/08 Lv.41 Exp.02
Hp 564/564
Mp 081/081
CT 080/100
Elmdor
Arc Knight
Brave 70 Faith 70
Move--3 Jump--5 Speed--10
Weap.Power R--018 / 15x L--000 / 00x
AT C-EV S-EV A-EV
13 / 16x / 43x / 00x
09 / 00x / 00x / 00x

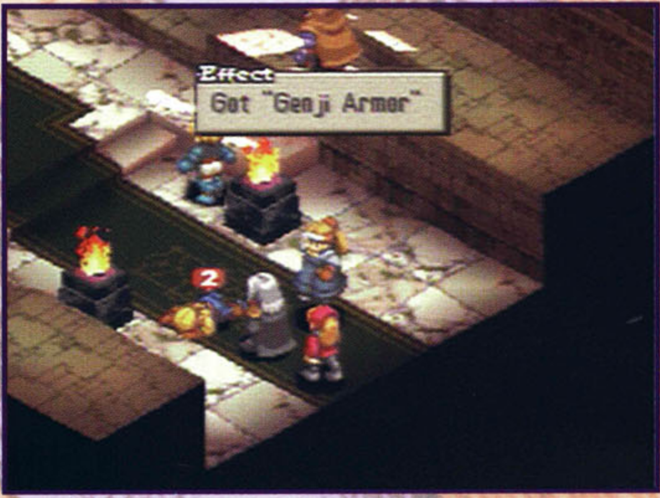
Eqp.	Ability
Masamune	Sword Spirit
Genji Shield	Blood Suck
Genji Helmet	Blade Grasp
Genji Armor	Martial Arts
Genji Gauntlet	Teleport 2



Your main focus in this battle should be the vampiric Elmdor. A quick peek at the Unit List reveals he possesses some very rare armor and accessories. Because you'll want to carry his Genji ensemble off as a war trophy, make sure you have characters equipped with the full array of theft abilities. Immobilizing Elmdor will help make this arduous task much easier, as will killing off the assassins and resulting Ultima Demons first.

Elmdor the Arc Knight is capable of both the Samurai's Draw attacks and the vampiric Blood Suck. As its name implies, Blood Suck drains an opponent's HP and turns him/her into a Vampire. Once bitten, that character follows his/her own lead, instead of yours, usually moving to bite the character closest to him or her (usually Elmdor himself). You can heal a "blood-sucked" character using Holy Water or avoid the whole mess by equipping him/her with a 108 Gems armlet.



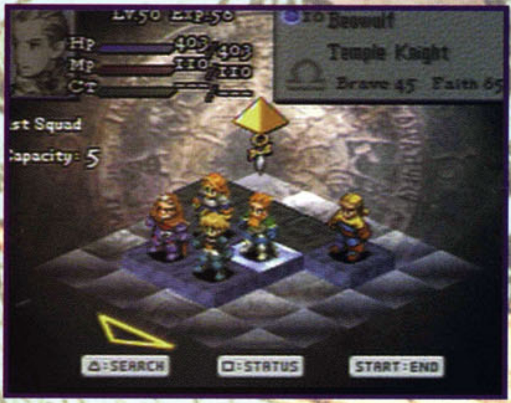

Effect
Got "Genji Armor"

BATTLE MAP 44

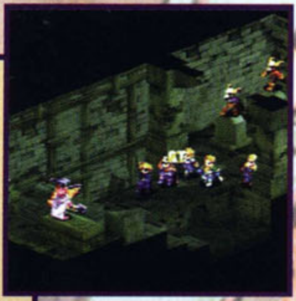
UNDERGROUND CEMETERY OF LIMBERRY CASTLE

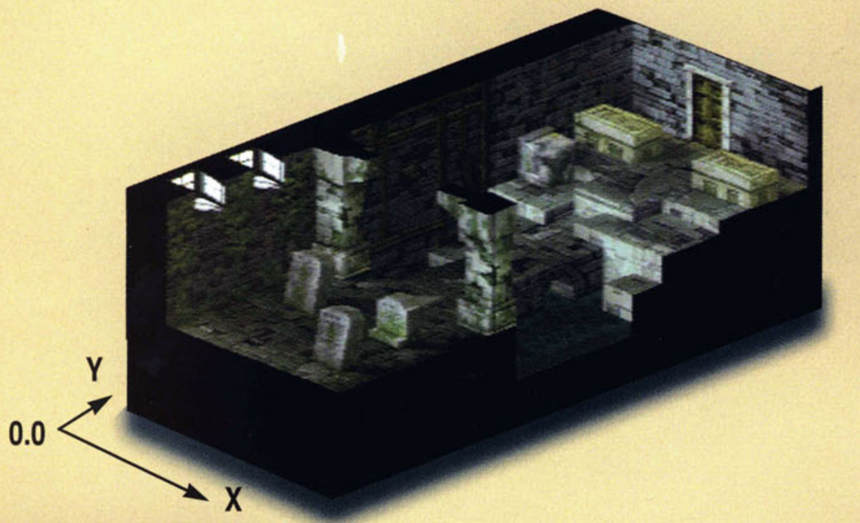
Objective: Defeat Zalera!
Enemy Units: Zalera (Angel of Death), Knight x 2, Bone Snatch x 1, Living Bone x 1, Skeleton x 1
Difficulty Level: 3/5
Recommended Experience Level: 60
Treasure Data:
X:1 Y:3—Gastrafitis or Hi-Potion
X:4 Y:1—Oberisk or X-Potion
X:4 Y:3—Octagon Rod or Hi-Ether
X:5 Y:10—H Bag or Remedy

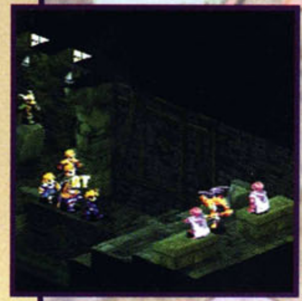
Suggested Attack Team Composition and Formation:

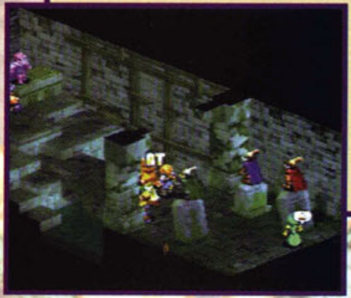

LV.50 EXP.50
HP 403/403
MP 110/110
CT
Beowulf
Temple Knight
Brave 45 Faith 65
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

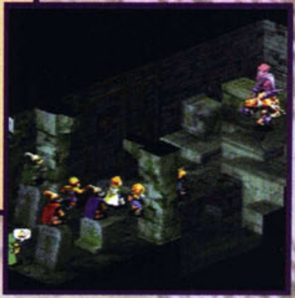
The undead Knights are very experienced with their Break abilities, so don't be surprised to find a character armorless and possibly weaponless if they're allowed to target the same character for multiple rounds. The Equip Change support ability will allow you to re-equip yourself in battle should this happen.

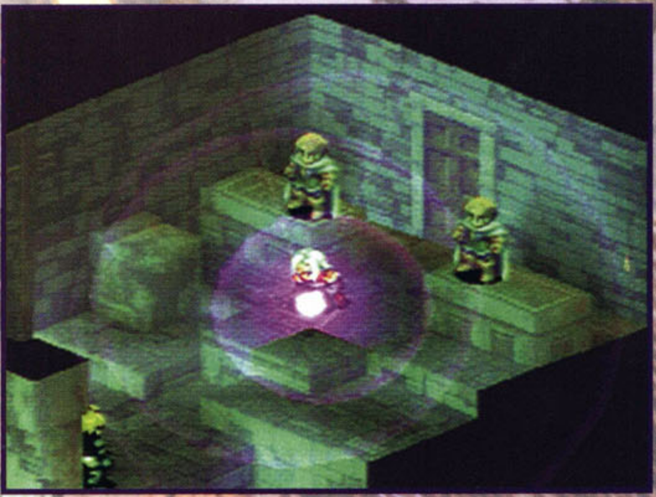


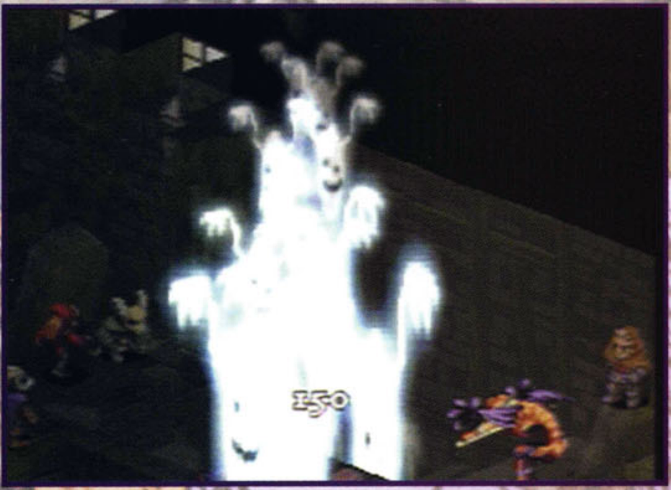




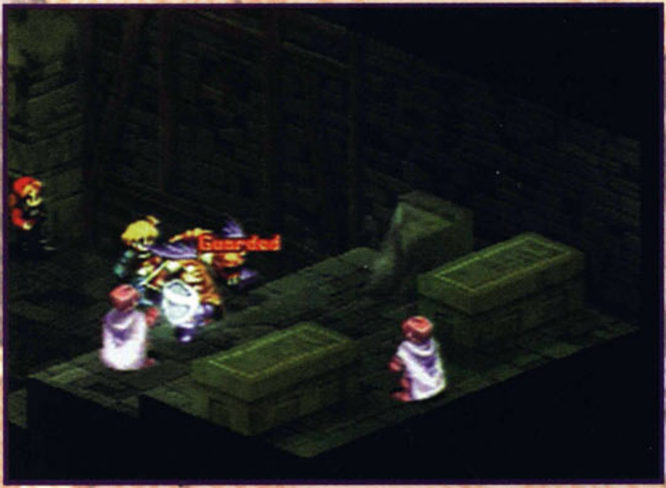








With Orlandu and Ramza combining their efforts against Zalera, the best strategy here is to keep the rest of the party out of Zalera's range, or at the least to spread them thin, forcing Zalera to target a single party member instead of the whole group with his ranged spells. As long as Orlandu isn't put to Sleep or rendered Confused, the battle shouldn't last longer than a few rounds with his Stasis Sword attack, which inflicts 300+ points of damage each round.



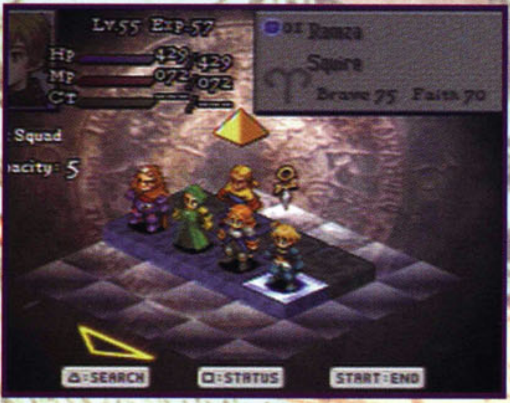
During this battle the Divine Knight, Meliadoul, joins you (you fought her in Battle 34). As she enters the fray from the back, she aids you in defeating the Skeleton monsters approaching from behind. Be aware, however, that her Mighty Sword attacks have no effect on enemy units not bearing the type of equipment the spell targets!

BATTLE MAP 45

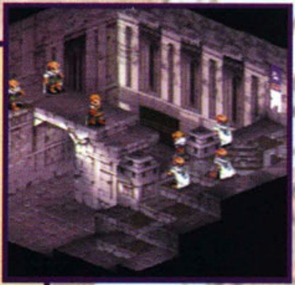
INSIDE OF IGROS CASTLE

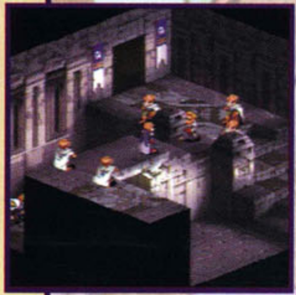
Objective: Defeat Dycedarg, Ramza's elder brother!
Enemy Units: Dycedarg (Lune Knight), Knight x 5
Difficulty Level: 4/5
Recommended Experience Level: 60
Treasure Data:
X:1 Y:3—Feather Mantle or Hi-Potion
X:4 Y:9—Thief Hat or X-Potion
X:6 Y:6—Blood Sword or Hi-Ether
X:7 Y:3—Healing Staff or Remedy

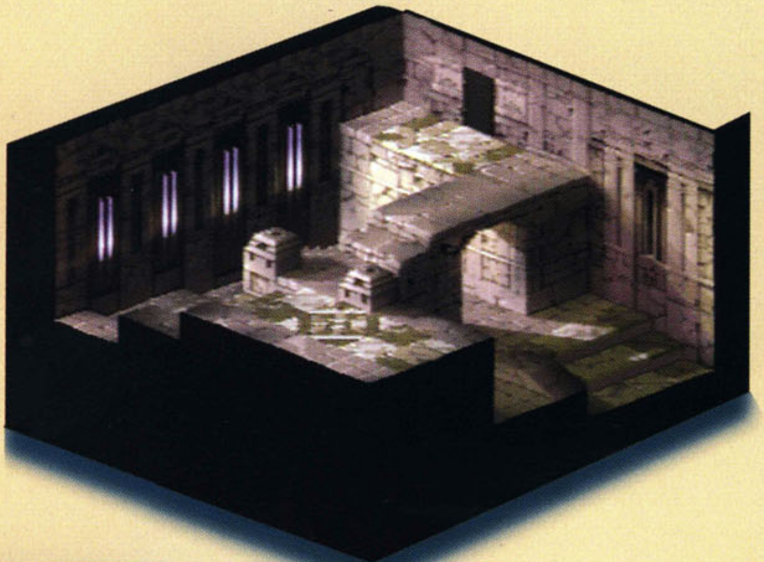
Suggested Attack Team Composition and Formation:

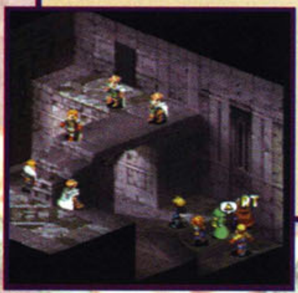

Lv.55 Exp.57
HP 429/429
MP 072/072
CT
Ramza
Squire
Brave 75 Faith 70
Squad
acity: 5

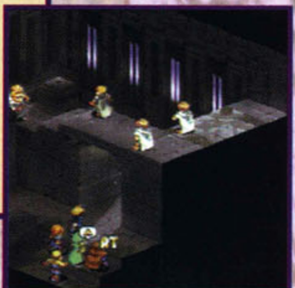
This battle comprises two parts, but unlike other battle series you won't have the opportunity to save between them. As the battle's objective states, you must defeat Ramza's elder brother, Dycedarg. However, once you've done so, the Capricorn Zodiac Stone possesses his fallen body and transforms him into Adramelk, Ghost of Fury, whom you must destroy, as well.

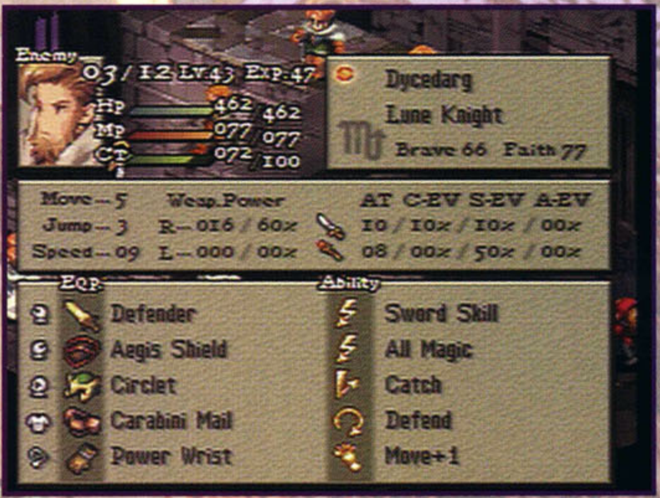












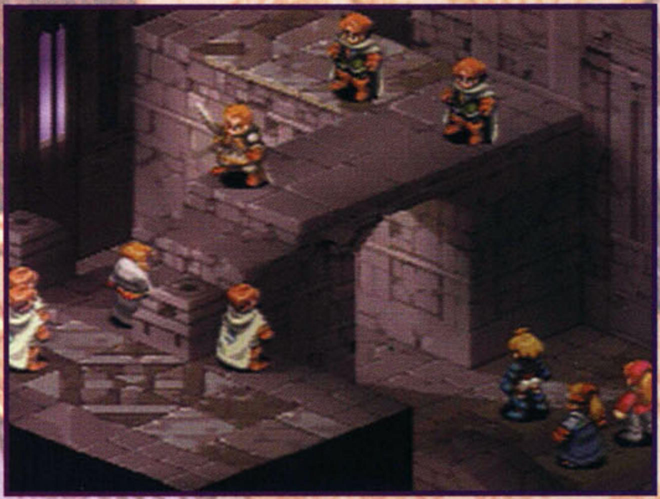
Enemy
03 / 12 Lv.43 Exp.47
Hp 462 / 462
Mp 077 / 077
CT 072 / 100

Dycedarg
Lune Knight
Brave 66 Faith 77

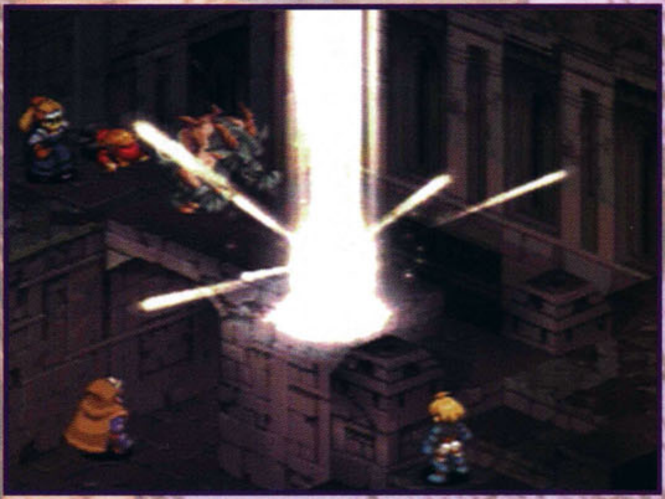
Move -- 5	Weap.Power	AT / C-EV / S-EV / A-EV
Jump -- 3	R -- 016 / 60%	10 / 10% / 10% / 00%
Speed -- 09	L -- 000 / 00%	08 / 00% / 50% / 00%

Eqp.	Ability
Defender	Sword Skill
Aegis Shield	All Magic
Circlet	Catch
Carabini Mail	Defend
Power Wrist	Move+1

Try and maneuver as many of your characters as you can to the upper sections before Dycedarg is eliminated. Accomplishing this makes the portion of the battle after the transformation that much easier. Although the Knights shouldn't pose too much of a problem, (Orlandu's Stasis Sword attack can sometimes dispose of two at a time), try to focus on reaching the upper level as quickly as possible instead of using ranged attacks. If you have a Thief with the Steal Weapon ability in your party, you can appropriate another Defender Sword from Dycedarg before finishing him off.



Adramelk can cast spells that cause status anomalies, as well as upper-level Summoning spells such as Bahamut and Leviathan, which have a large effect radius. Keep this in mind when placing your characters so you don't accidentally clump them together.



Although it's easier to leave powerful characters such as Orlandu and Meliadoul on the ground floor casting ranged sword attacks, this strategy leaves them packed closely together and therefore vulnerable to Adramelk's magic.

TIP

CheckPoint!

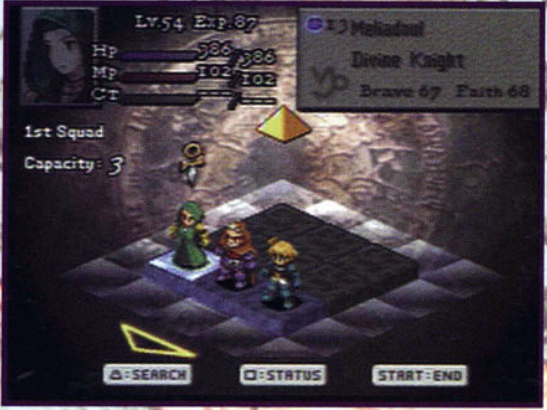
Get ready for another string of battles!

BATTLE MAP 46

ST. MUROND TEMPLE

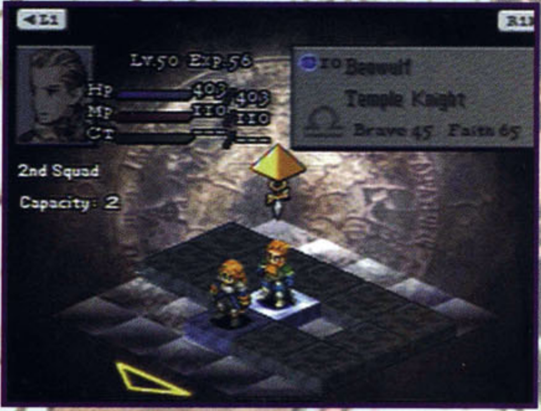
Objective: Defeat all enemies!
Enemy Units: Priest x 1, Geomancer x 2, Summoner x 1, Mediator x 2
Difficulty Level: 3/5
Recommended Experience Level: 60
Treasure Data:
X:0 Y:5—Elixir or Phoenix Down
X:0 Y:6—Elixir or Hi-Potion
X:6 Y:4—Elixir or X-Potion
X:7 Y:13—Hi-Potion or Hi-Ether

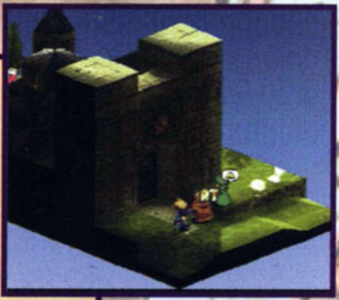
Suggested Attack Team Composition and Formation:

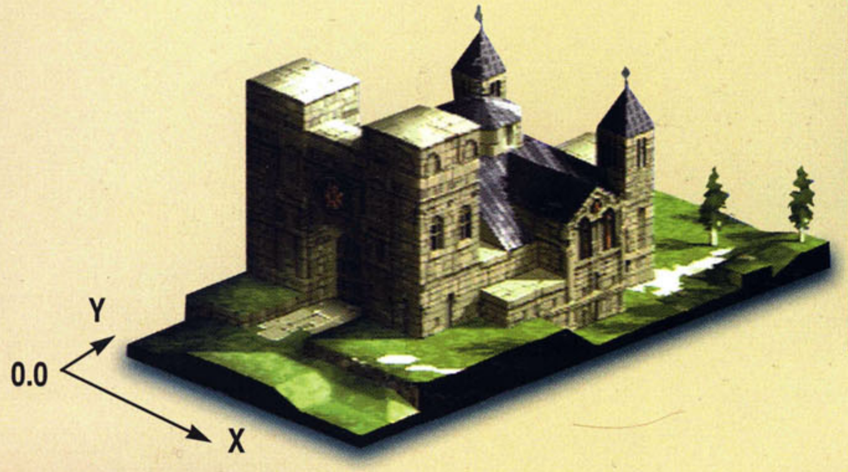

Lv.54 Exp.87
Hp 386/386
Mp 102/102
CT
Meliadoul
Divine Knight
Brave 67 Faith 68
1st Squad
Capacity: 3
△:SEARCH
□:STATUS
START:END

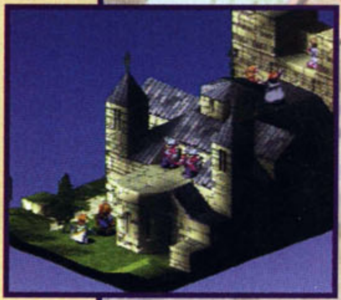
1st Battalion

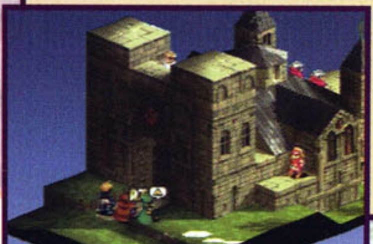
2nd Battalion

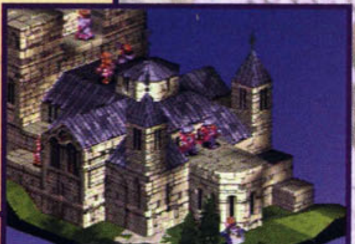

◄L1
R1
Lv.50 Exp.56
Hp 403/403
Mp 110/110
CT
Beowulf
Temple Knight
Brave 45 Faith 65
2nd Squad
Capacity: 2



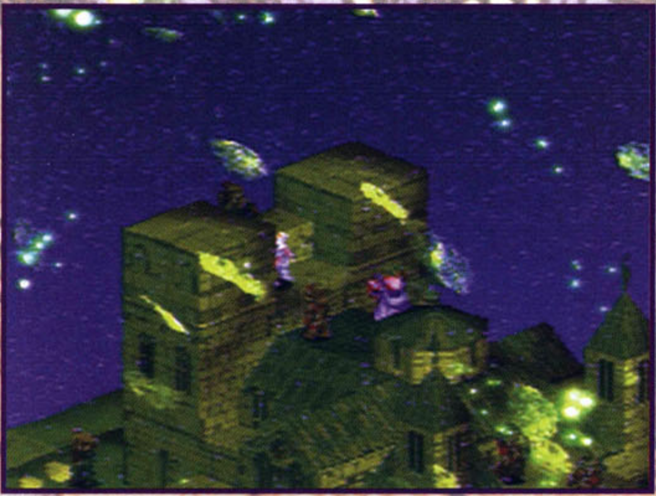








Your first objective in this battle should be to remove that meddlesome Priest! This character is equipped with both White Magic (Cure and Raise) spells and Math skills, making it possible for him to resurrect multiple characters at once (including yours, if they fall within the calculation!). Because this will get you nowhere fast, it's just easier to take him out first.

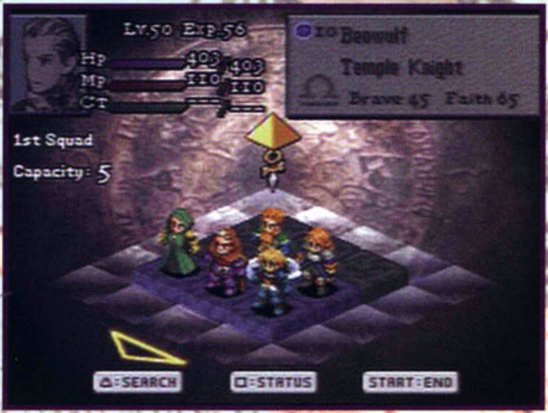


If you're still actively using Rod-bearing magic users, try to steal the Summoner's rare Dragon Rod! With the exception of that one weapon, all the other characters wear commonplace pieces of equipment not worth your time or bother.

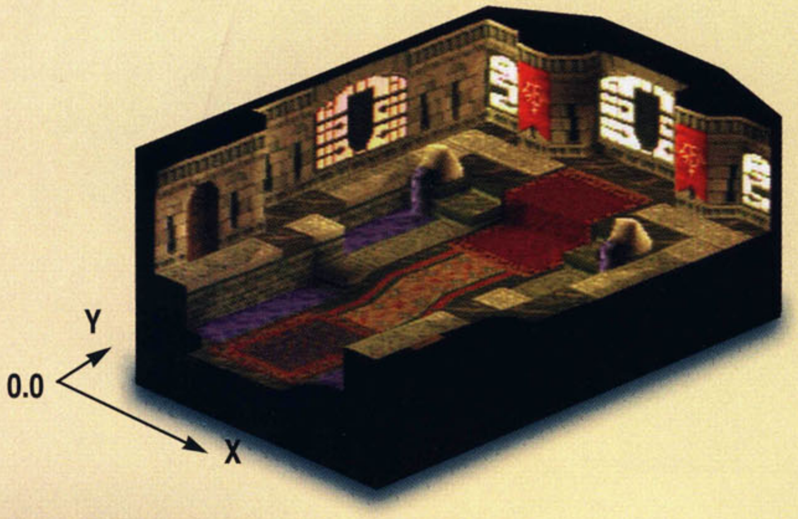
BATTLE MAP 47
HALL OF ST. MUROND TEMPLE

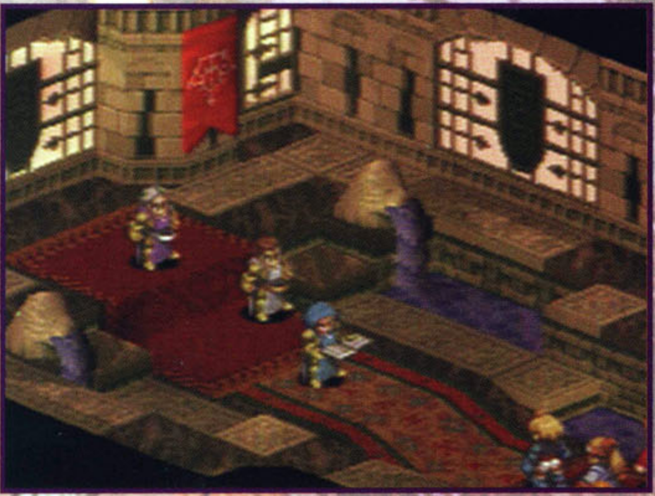
Objective: Defeat Vormav!
Enemy Units: Vormav (Divine Knight), Rofel (Divine Knight), Kletian (Sorcerer)
Difficulty Level: 4/5
Recommended Experience Level: 60
Treasure Data:
X:4 Y:0—Elixir or Remedy
X:4 Y:4—Elixir or Phoenix Down
X:4 Y:8—Elixir or Hi-Potion
X:4 Y:12—Elixir or X-Potion

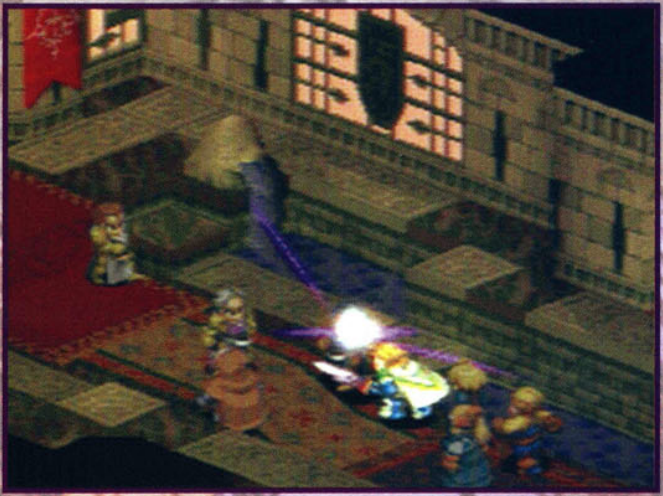
Suggested Attack Team Composition and Formation:


Lv.50 Exp.56
HP 405 405
MP 110 110
CT
10 Beowulf
Temple Knight
Brave 45 Faith 65
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

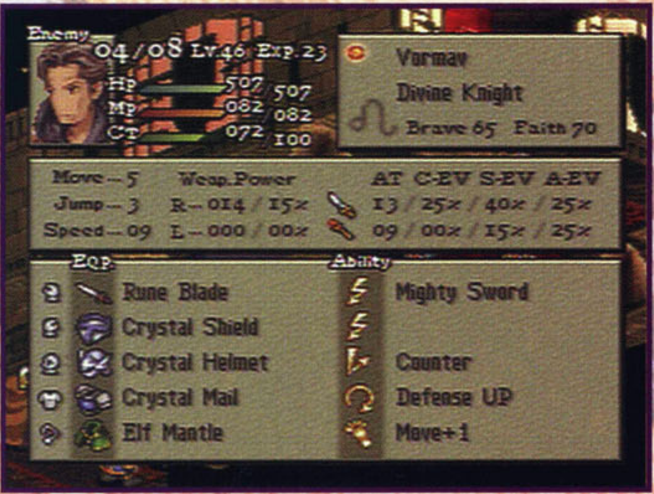
This battle pits you against Vormav and his two henchmen, Rofel and Kletian. The three make a very strong team but have weaknesses that are easy to exploit. The easiest to defeat of the three is, of course, the Sorcerer Kletian. His inability to wear heavy armor leaves him a bit weak in the HP department.







Targeting him with any of Orlandu's All Swordskill attacks should bring him close to the brink. The easiest way to remove the threat of Rofel and Vormav's Mighty Sword attacks with their equipment-breaking properties is to target them with those of your own. Having both Meliadoul and Orlandu cast Hellcry Punch on one of them will seriously eat up their HP as well as break their weapons. Without a sword, neither character can cast their expensive spells.



Enemy
04/08 Lv.46 Exp.23
Hp 507/507
Mp 082/082
CT 072/100

Vormav
Divine Knight
Brave 65 Faith 70

Move -- 5
Jump -- 3
Speed -- 09

Weap.Power
R -- 014 / 15%
L -- 000 / 00%

AT	C-EV	S-EV	A-EV
13	25%	40%	25%
09	00%	15%	25%

Eqp.	Ability
Rune Blade	Mighty Sword
Crystal Shield	
Crystal Helmet	Counter
Crystal Mail	Defense UP
Elf Mantle	Move+1

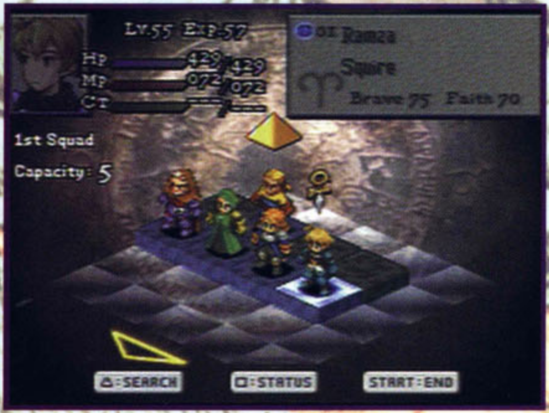
By the way, the secret to winning this battle quickly is to take one of your three opponents down to the zero HP range. As in other battles, this act causes the group to flee to safety until a later battle.

BATTLE MAP 48

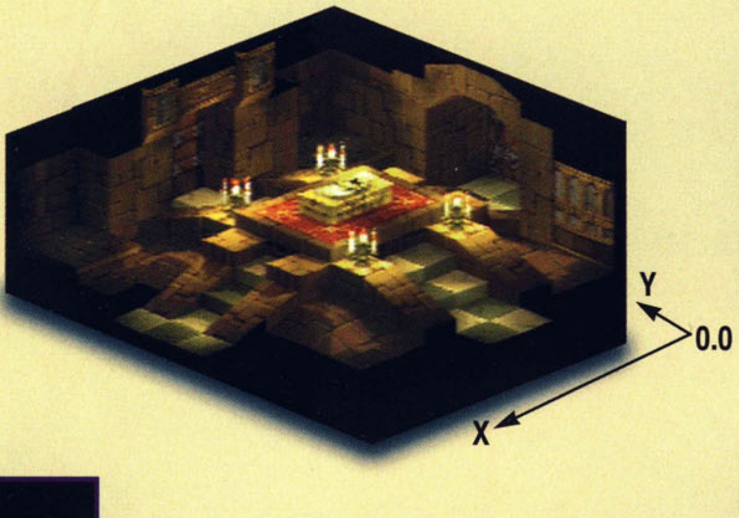
CHAPEL OF ST. MUROND TEMPLE

Objective: Defeat Zalbag!
Enemy Units: Zalbag (Arc Knight), Archaic Demon x 2, Ultima Demon x 1
Difficulty Level: 4/5
Recommended Experience Level: 60
Treasure Data:
Nothing

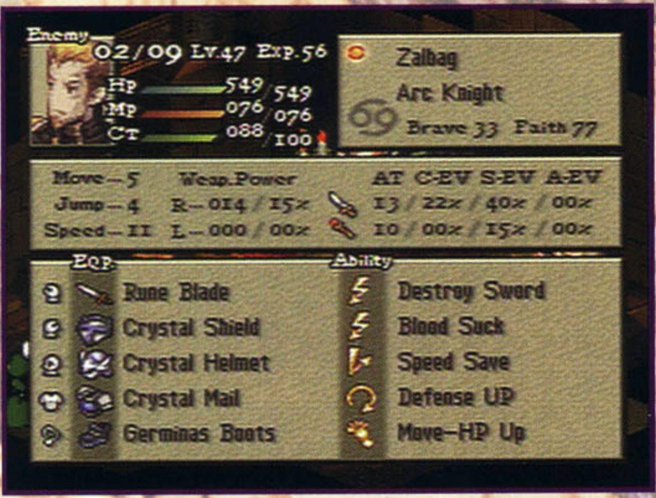
Suggested Attack Team Composition and Formation:


Lv.55 Exp.57
Hp 429/429
Mp 072/072
CT
Ramza
Squire
Brave 75 Faith 70
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

As if tricking you out of the Germonik Scriptures wasn't bad enough, Vormav wants to inflict one last indignity on you—the death of your brother, Zalbag. Under Lucavi's influence, Zalbag is forced to fight his brother to the death. Fortunately, they both agree on whose death it should be: Zalbag's.



Although he does implore you to kill him and put him out of his misery, Zalbag doesn't intend to make that task easy for you and your crew. His Blood Suck attack will leave you rushing for those bottles of Holy Water and 108 Gems armlets, so make sure you prepare.



Enemy
02/09 Lv.47 Exp.56
Hp 549/549
Mp 076/076
Ct 088/100
Zalbag
Arc Knight
Brave 33 Faith 77

Move—5 Weap.Power AT C-EV S-EV A-EV
Jump—4 R—014/15% 13/22%/40%/00%
Speed—11 L—000/00% 10/00%/15%/00%

EQP.
Rune Blade
Crystal Shield
Crystal Helmet
Crystal Mail
Germinas Boots

Ability
Destroy Sword
Blood Suck
Speed Save
Defense UP
Move-HP Up

TIP
CheckPoint!

Before heading off to the final series of battles, consider taking on the quest for Cloud or a few levels of the Deep Dungeon. Both subquests offer the ability to pick up extra Experience Points and hard-to-find items—things that might come in handy before you face Vormav again!

Either make a concerted attack on Zalbag alone or split your team into multiple parties to attack both Zalbag and the three demons. If you haven't done so already, this is another opportunity for Ramza to learn the Ultima spell. Make sure Ramza's Job Class is Squire and that he's in range and in good condition, should the lone Ultima Demon decide to cast that spell!

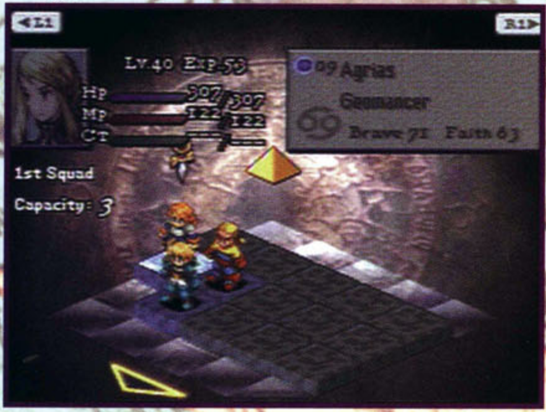
BATTLE MAP 49

COLLIERY UNDERGOUND THIRD FLOOR

Objective: Defeat all enemies
Enemy Units: Chemist x 5
Difficulty Level: 2/5
Recommended Experience Level: 40 +
Treasure Data:

X:2 Y:2—Mythril Knife or Soft
X:3 Y:5—Mythril Sword or Soft
X:9 Y:6—Mythril Gun or Soft
X:10 Y:1—Mythril Bow or Soft

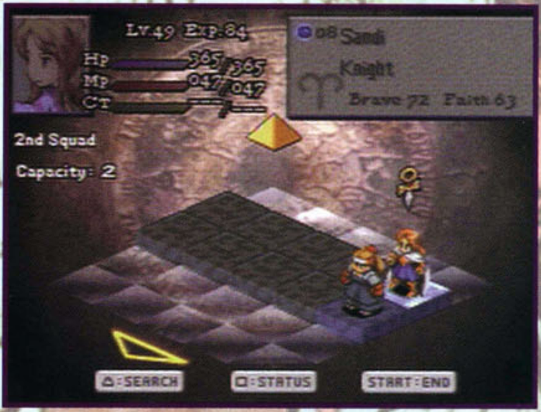
Suggested Attack Team Formation:



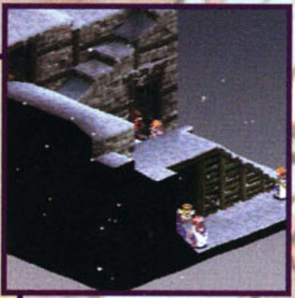
Lv.40 Exp.53
Hp 307/307
Mp 122/122
CT
09 Agrias
Geomancer
Brave 71 Faith 63
1st Squad
Capacity: 3

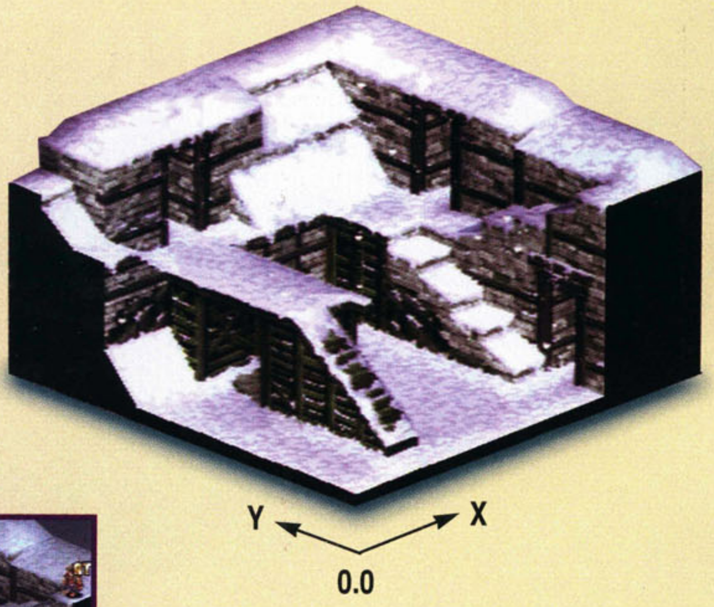
1st Battalion

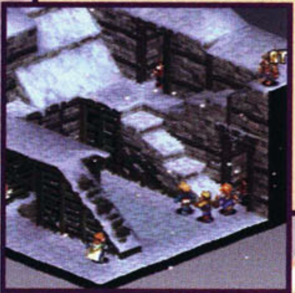
2nd Battalion

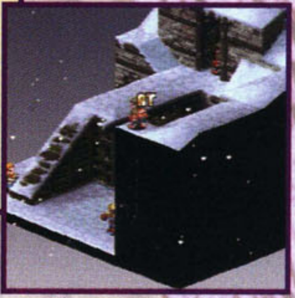


Lv.49 Exp.84
Hp 365/365
Mp 047/047
CT
08 Sandi
Knight
Brave 72 Faith 63
2nd Squad
Capacity: 2

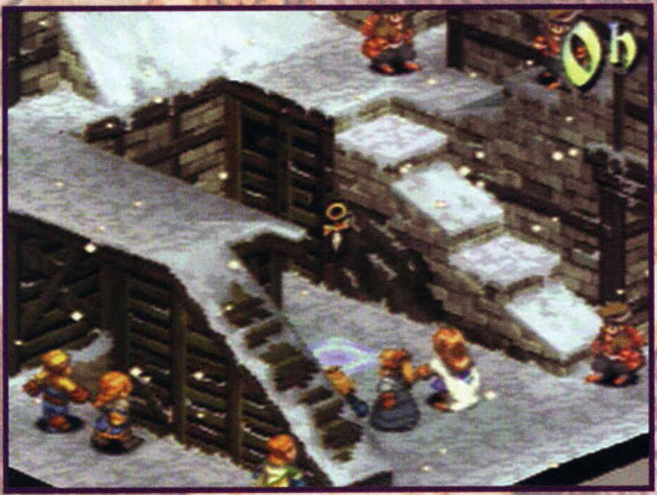




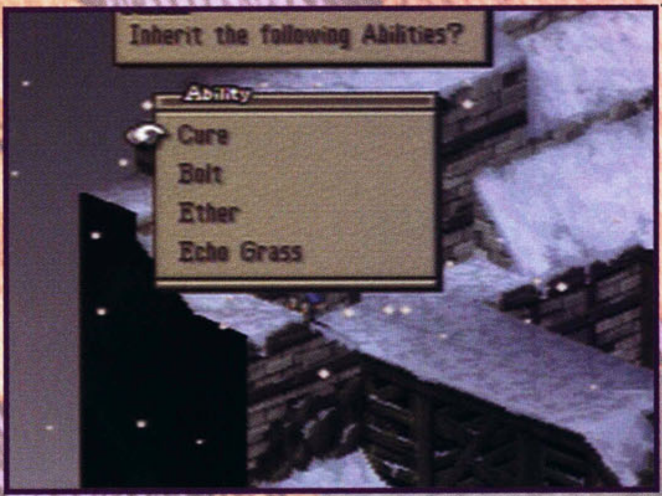




Surely you've wondered what it would be like to fight against an entire phalanx of Chemists? Well, here's your chance! This battle isn't particularly hard, but it can become long and frustrating. What else would you expect from an army of people with full access to Phoenix Downs and X-Potions?



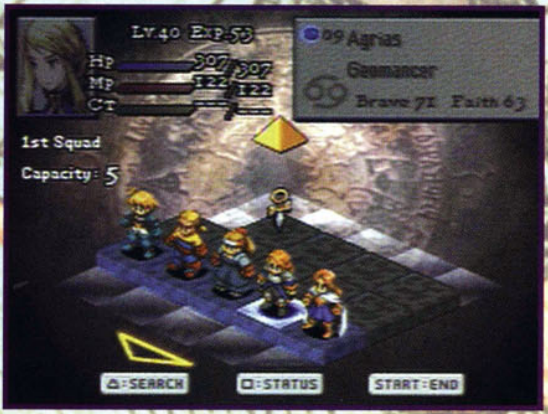
This is a battle where you'll want to keep a close eye on the AT List to keep from killing an enemy unit only to have him immediately revived and healed by the Chemists whose turns come next. Also, try to stick close to enemy Chemists to prevent your troops from feeling the sting of their Mythril Guns.


Inherit the following Abilities?

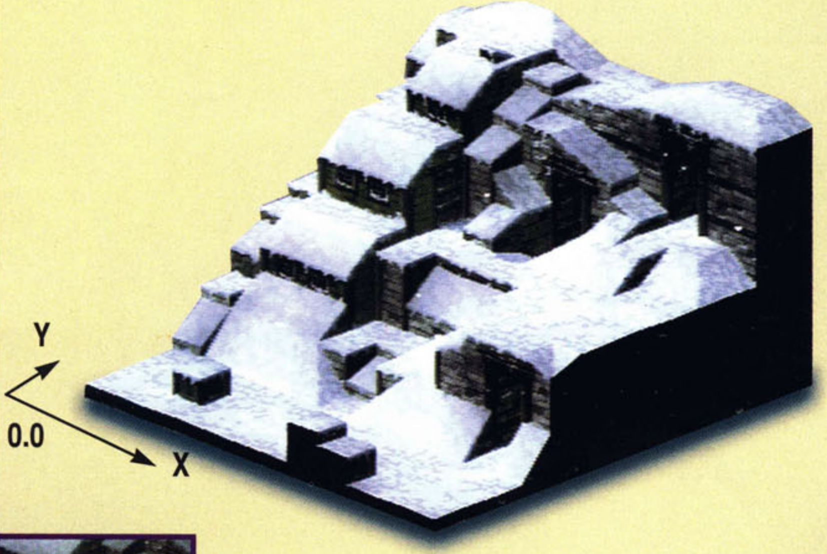
BATTLE MAP 50
COLLIERY UNDERGOUND SECOND FLOOR

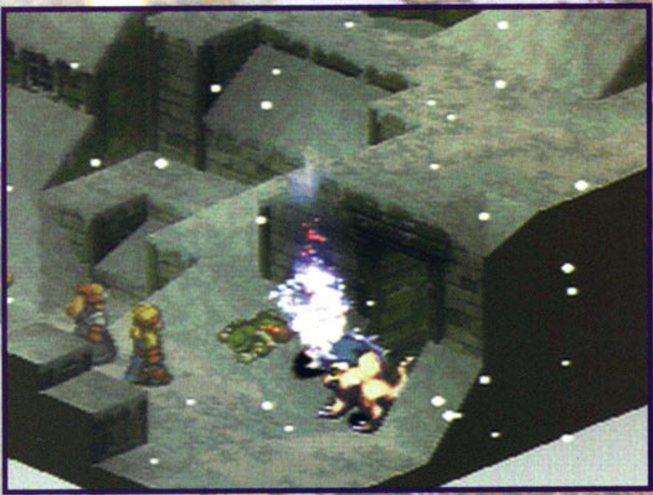
Objective: Defeat all enemies!
Enemy Units: Chemist x 1, Thief x 2, Behemoth x 1, King Behemoth x 1
Difficulty Level: 3/5
Recommended Experience Level: 40 +
Treasure Data:
X:2 Y:1—Mythril Shield or Soft
X:6 Y:10—Mythril Helmet or Soft
X:10 Y:5—Mythril Armor or Soft
X:10 Y:12—Mythril Vest or Soft

Suggested Attack Team Formation:

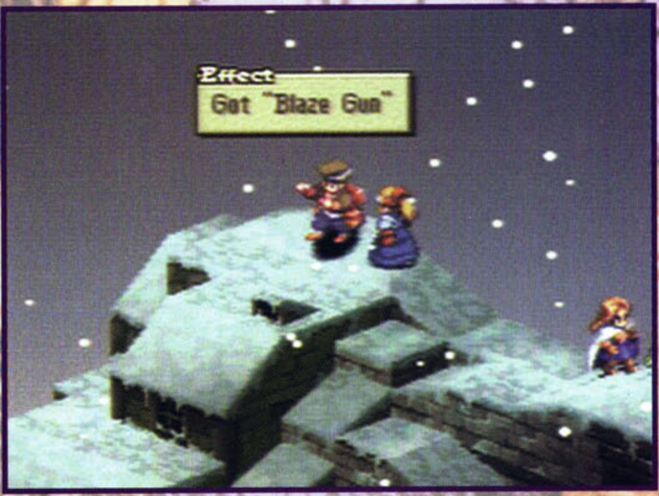

LV.40 EXP.53
HP 307/307
MP 122/122
CT
09 Agrias
Geomancer
Brave 72 Faith 63
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

On this battlefield the ability to steal items and poach furs both come in handy. The sole Chemist here is equipped with a prize item—the rare Blaze Gun. This gun shoots a variety of Ice Elemental spells and is a big improvement over the Mythril Gun. Because you won't find it in any shop, you'll want to acquire this one, so make sure one of your units has the Steal Weapon ability available.

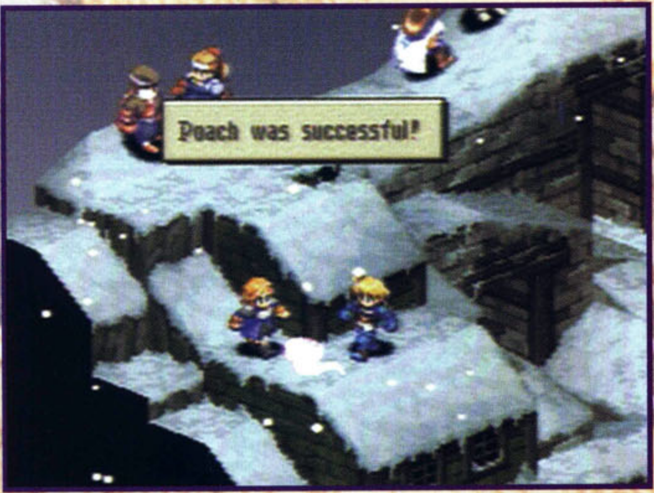




The Thief at the bottom will be your closest challenge, followed by the King Behemoth hidden in the hallway behind him/her. The Thief will try to charm the nearest character (naturally), putting him/her at risk for a nasty attack from the King Behemoth. Neutralizing the Thief and the Chemist using the Snipe ability will be your first priority. The remaining enemy units are pretty standard and won't attack aggressively. Make sure you poach the skins of both Behemoths!



Effect
Got "Blaze Gun"



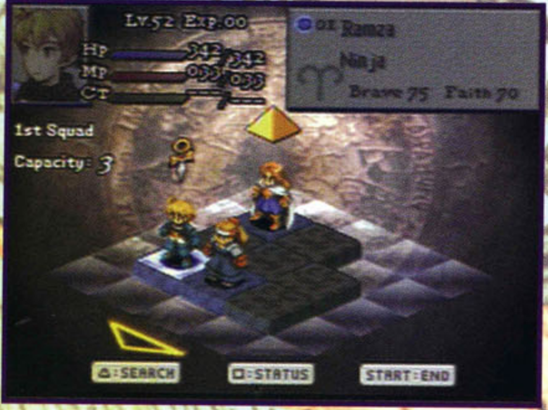
Poach was successful!

BATTLE MAP 51

COLLIERY UNDERGOUND FIRST FLOOR

Objective: Defeat all enemies!
Enemy Units: Chemist x 2, Blue Dragon x 2, Uribo x 1
Difficulty Level: 3/5
Recommended Experience Level: 40 +
Treasure Data:
X:1 Y:0—Mythril Knife or Soft
X:2 Y:5—Mythril Sword or Soft
X:4 Y:2—Mythril Gun or Soft
X:9 Y:6—Mythril Bow or Soft

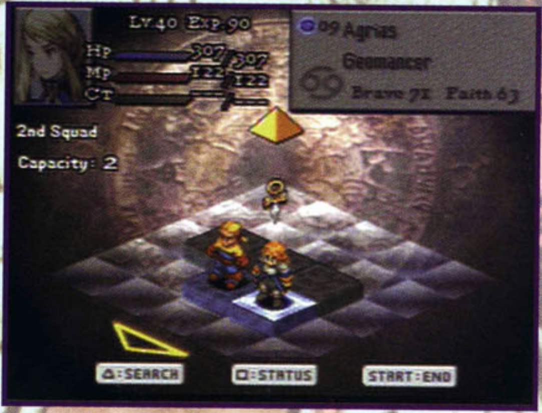
Suggested Attack Team Formation:



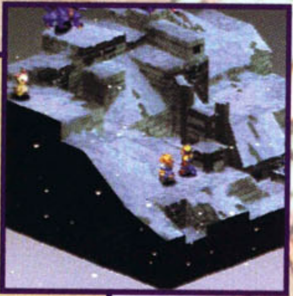
Lv.52 Exp.00
HP 342/342
MP 033/033
CT
01 Ramza
Ninja
Brave 75 Faith 70
1st Squad
Capacity: 3

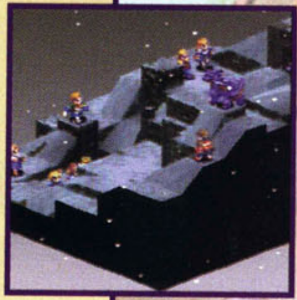
1st Battalion

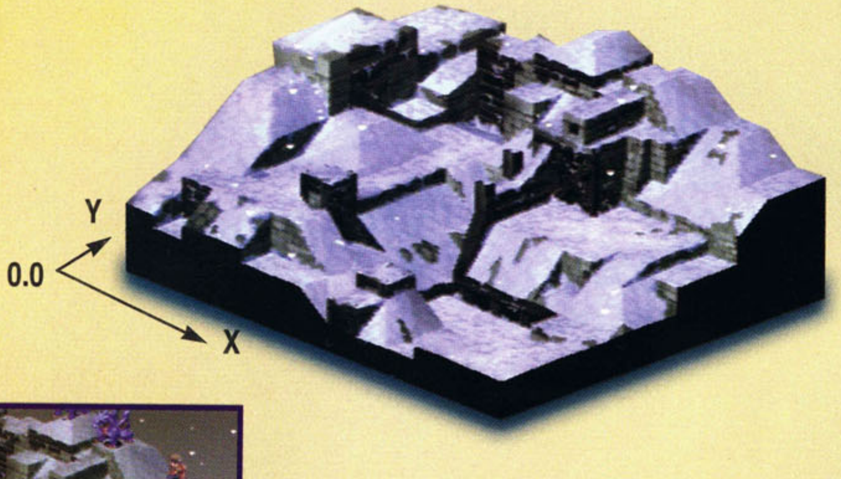
2nd Battalion

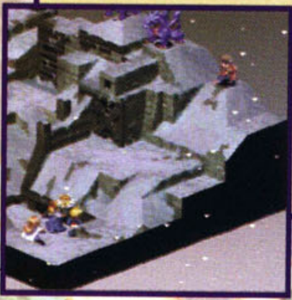


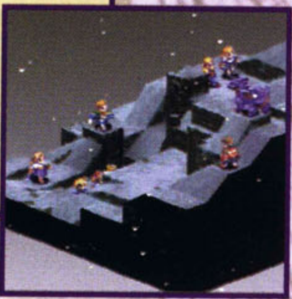
Lv.40 Exp.90
HP 307/307
MP 122/122
CT
09 Agrias
Geomancer
Brave 71 Faith 63
2nd Squad
Capacity: 2



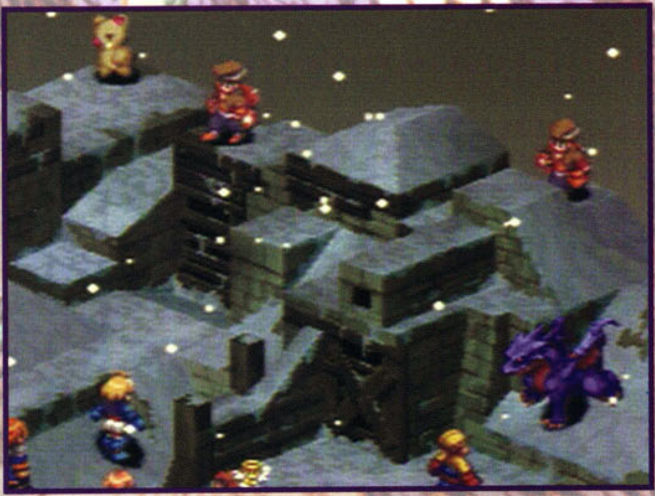




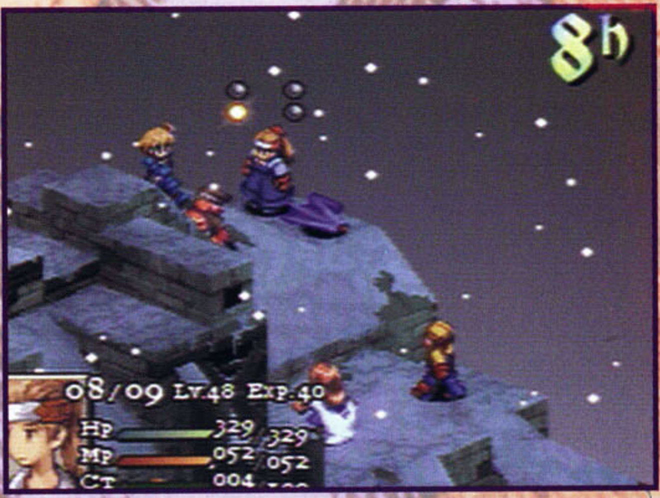


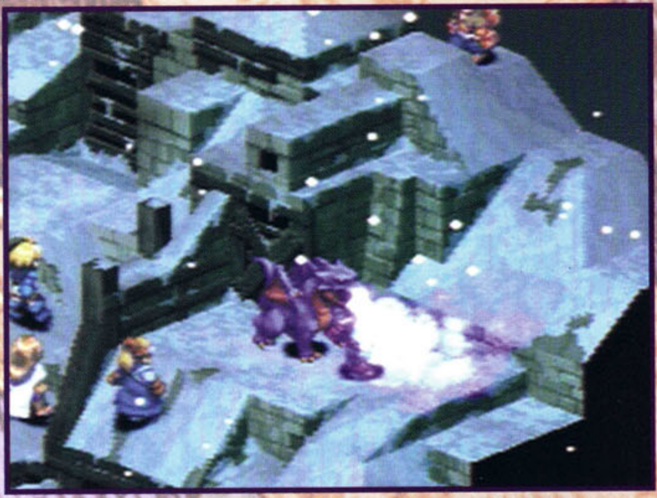


Any difficulty in this level is presented solely by the two Blue Dragons, whose Ice Bracelet attacks will shave 250–350 HP from your total allotment. Their two-panel attack range increases their advantage and makes them very dangerous.



Try to immobilize them (the Ninjas' Spell Edge, with its Don't Act attribute will work wonders here!) and then bring your troops in close for the kill. Keep a close eye on what other kinds of weapons and spells you use on them, though, because weapons with Ice attributes (such as the Ice Brand Sword) will heal instead of hurt them.





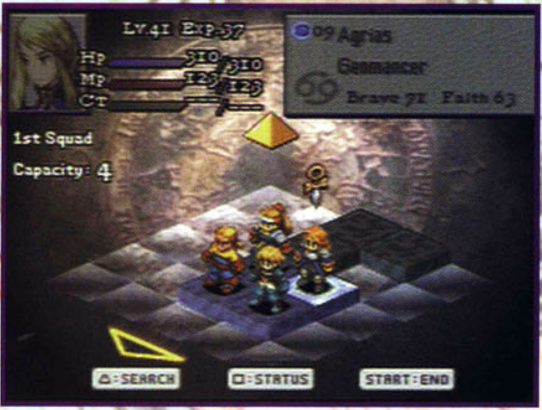
The Ice Dragon carcasses, along with that of the Uribo, can be quite valuable at the fur traders, so make sure you poach these skins, as well!

BATTLE MAP 52

UNDERGROUND PASSAGE IN GOLAND

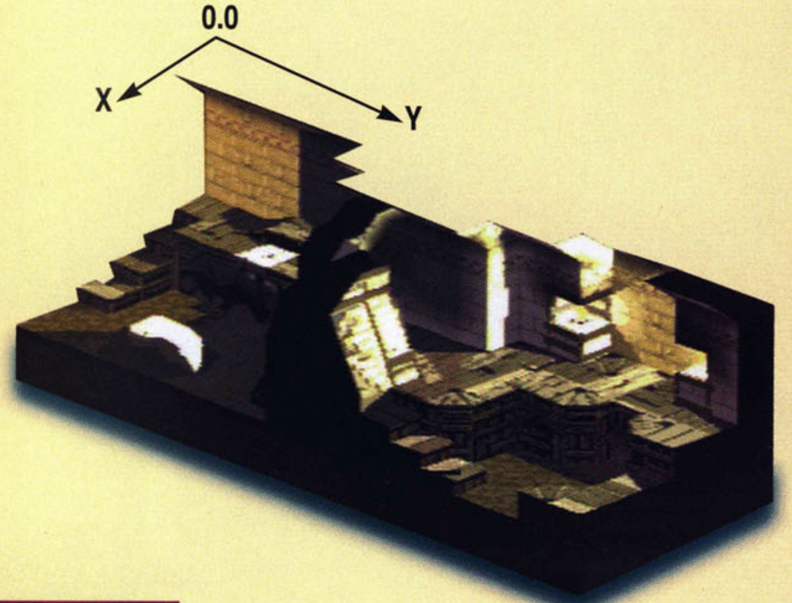
Objective: Save Reis!
Enemy Units: Sinogue (Archaic Demon), Ochu x 2, Plague x 3
Difficulty Level: 3/5
Recommended Experience Level: 40 +
Treasure Data:
X:1 Y:3—Mythril Shield or Soft
X:2 Y:15—Mythril Helmet or Soft
X:4 Y:7—Mythril Armor or Soft
X:5 Y:0—Mythril Vest or Soft

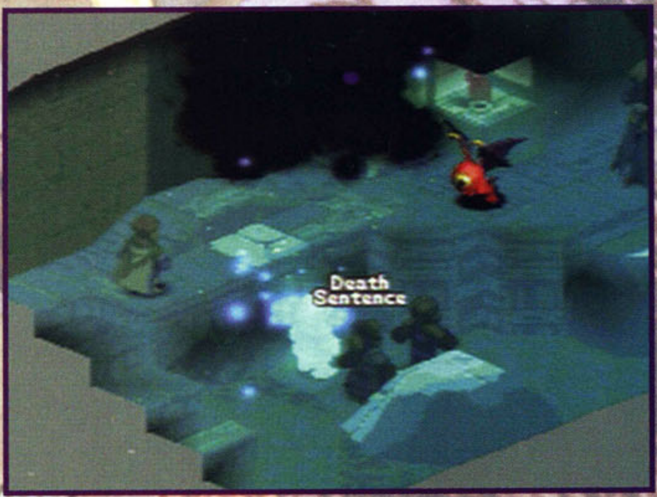
Suggested Attack Team Formation:



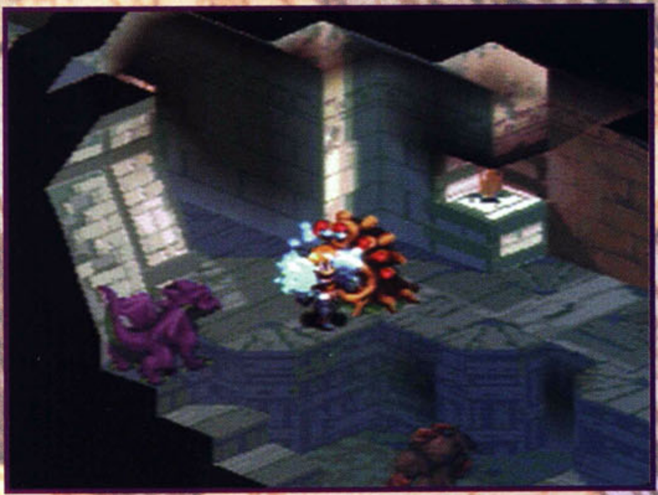
Lv.41 Exp.57
Hp 310/310
Mp 123/123
CT
09 Agrias
Geomancer
Brave 71 Faith 63
1st Squad
Capacity: 4

Before entering this battle, make sure your attack team is strong in speed and has a high movement/jump radius. (The movement skill Ignore Height is great here!) The battle's objective is to save the Holy Dragon, Reis, from the attacks of Sinogue the Archaic Demon and its band of Plagues and Ochus. If you make a strong enough stand in the first round of attacks, the enemy units will tend to attack you over Reis, giving you precious time to move a healer in range.

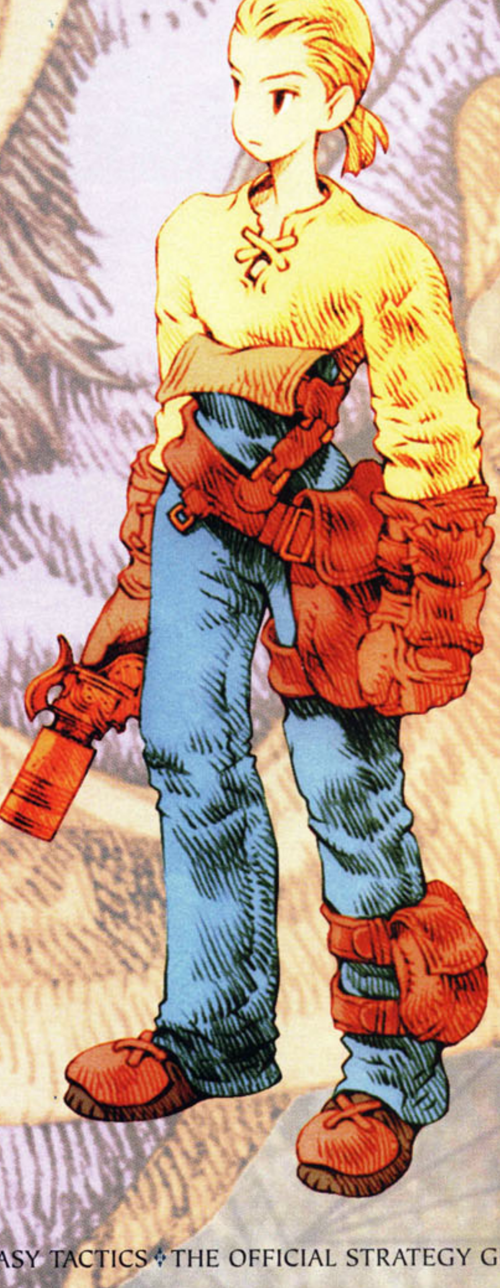




Although Reis is more than capable of taking care of itself—as well as a few enemies—you must watch out for it if it gets hit by more than one of Sinogue's Giga Flare attacks.



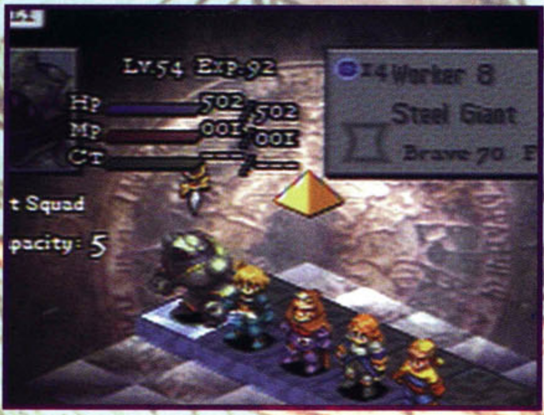
If this is the first time you've encountered Plagues, be warned that their Look of Evil attack causes fun status anomalies such as Petrify and Death Sentence. As in any battle, make sure you have someone on hand who can take care of these maladies.



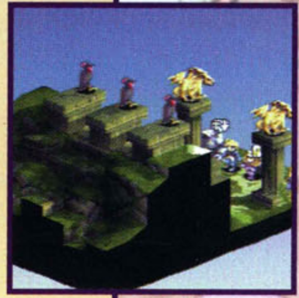
BATTLE MAP 53
NELVESKA TEMPLE

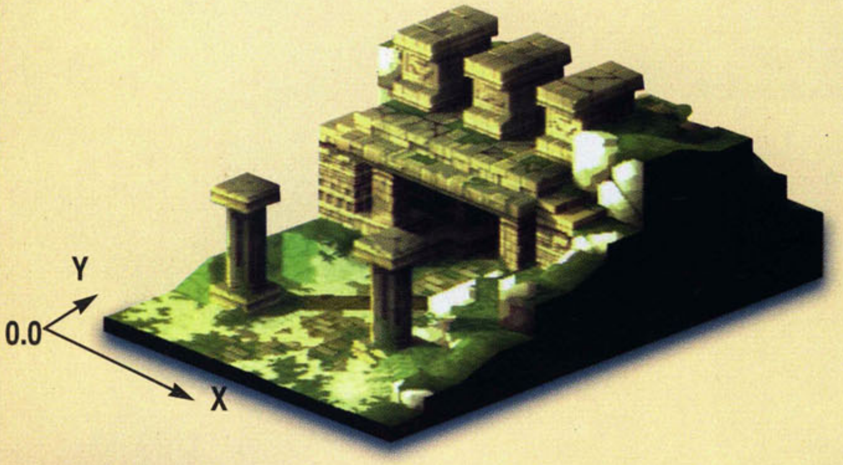
Objective: Defeat Worker 7 New!
Enemy Units: Worker 7 New (Steel Giant), Cocatoris x 3, Hyudra x 2
Difficulty Level: 5/5
Recommended Experience Level: 50 +
Treasure Data:
X:1 Y:2—Escutcheon
X:1 Y:10—Sasuke Knife or Elixir
X:3 Y:8—Nagra Rock or Elixir
X:5 Y:2—Javelin

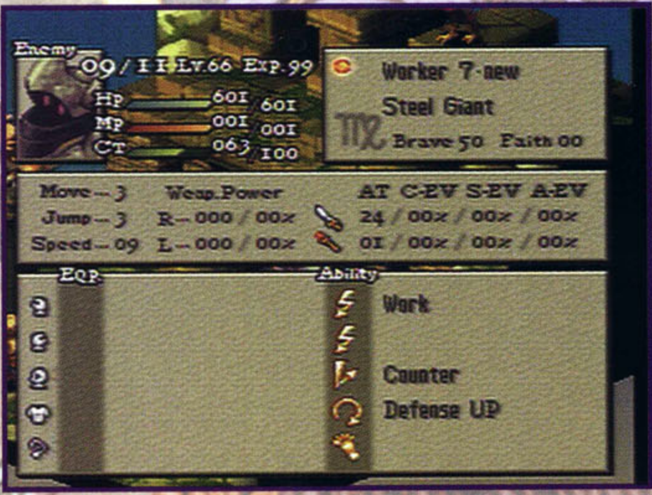
Suggested Attack Team Formation:


Lv.54 Exp.92
Hp 502/502
Mp 001/001
CT
Worker 8
Steel Giant
Brave 70
t Squad
pacity: 5

Surprisingly, this little piece of the Cloud subquest presents you with a battle that's just hard regardless of how high your characters' levels are. Both monsters, the Hyudra and the Cocatoris, can deal a death blow with a single attack. Compounding the problem, the Cocatoris' extended flight range makes it difficult to move beyond their reach. Your best bet is to concentrate your remaining forces solely on defeating Worker 7.







Enemy
09 / I I Lv.66 Exp.99
Hp 601 / 601
Mp 001 / 001
CT 063 / 100

Worker 7-new
Steel Giant
Brave 50 Faith 00

Move -- 3
Jump -- 3
Speed -- 09

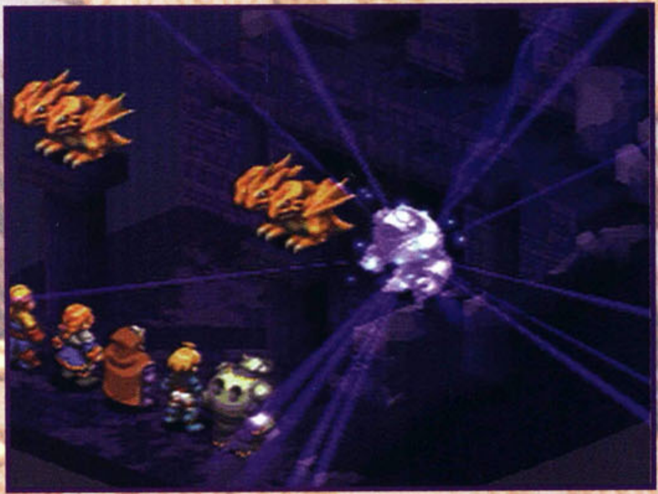
Weap.Power
R -- 000 / 00%
L -- 000 / 00%

AT C-EV S-EV A-EV
24 / 00% / 00% / 00%
01 / 00% / 00% / 00%

EQP.

Ability
Work
Counter
Defense UP

This Steel Giant is virtually identical to the friendly Worker 8 who joins your party prior to this battle. If you've experimented with this character in battles before, you'll have a good estimate of what you're facing. Worker 7 isn't that hard to defeat, but its recuperative abilities will surprise you. Note that Worker 7 has a backup generator that will increase its longevity, but only for about an AT.

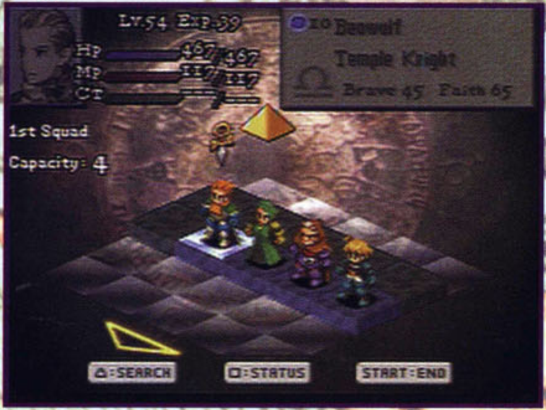


BATTLE MAP 54

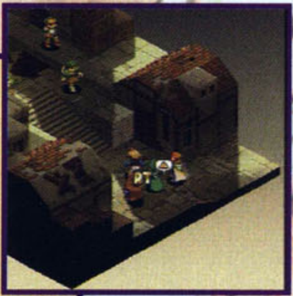
ZARGHIDAS TRADE CITY

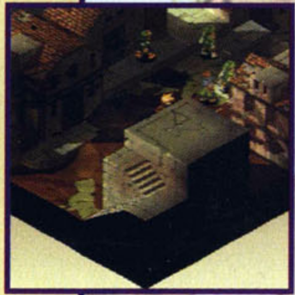
Objective: Save Cloud!
Enemy Units: Squire x 2, Thief x 3, Monk x 1
Difficulty Level: 2/5
Recommended Experience Level: 50 +
Treasure Data:
X:0 Y:2—Reflect Ring or Soft
X:0 Y:9—Defense Ring or Holy Water
X:0 Y:10—Magic Ring or Remedy
X:9 Y:12—Angel Ring or Phoenix Down

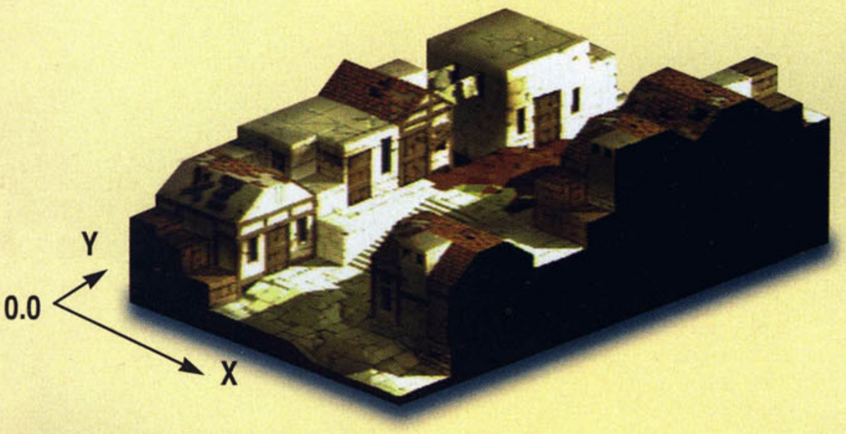
Suggested Attack Team Formation:

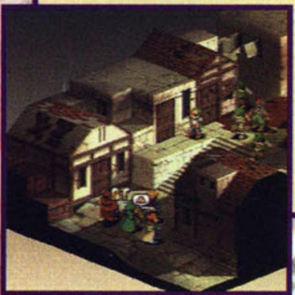

Lv.54 Exp.39
Hp 467/467
Mp 117/117
CT
Beowulf
Temple Knight
Brave 45 Faith 65
1st Squad
Capacity: 4
△:SEARCH
□:STATUS
START:END

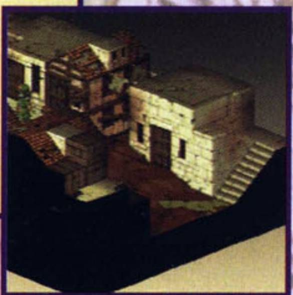
Compared to some of the battles you've encountered so far, this one is a piece of cake. By default, the enemy units will focus the brunt of their attack on your troops, leaving Cloud time to move to safety. However, don't concentrate on defeating those in front of you so strongly that you lose sight of the one Thief hiding in the hanging laundry. This enemy unit is within attack range of Cloud; don't overlook it!

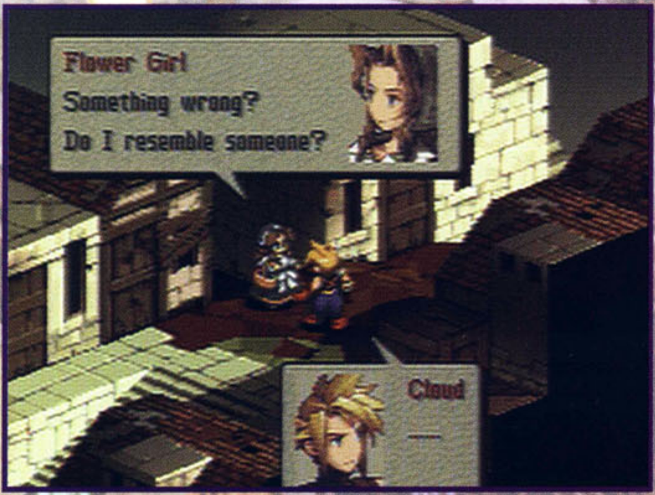












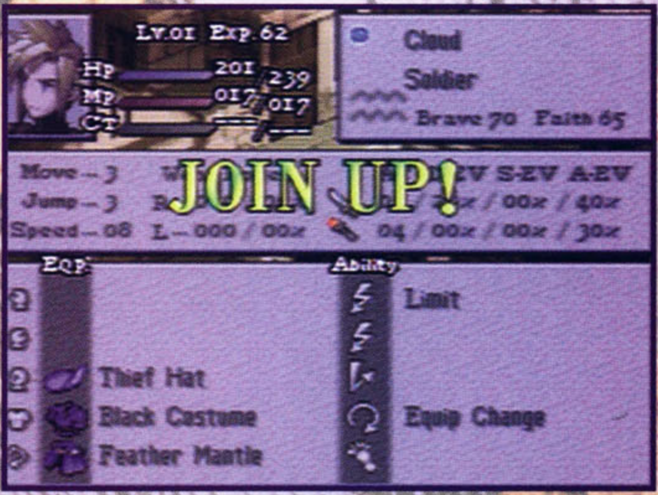
Flower Girl
Something wrong?
Do I resemble someone?

Cloud
......

Lv.47 Exp.74
Hp 041/336
Mp 026/026
Ct 010/100

TIP
CheckPoint!

Now that you have Cloud in your party, there are a few things you ought to know. To begin with, Cloud starts out at Level One in both experience and job classification. Second, he can only perform his Limit attacks, (they are the intrinsic action skills of the Soldier and identical to those he has in *Final Fantasy VII)*, with the aid of his Materia Blade. Like other special weapons, this can't be bought in stores and requires that you do some searching for it. Fortunately, its location becomes fairly obvious: At the beginning of Chapter Four, a new random battle location appears called Bervenia Volcano. This battlefield is ripe with dangerous monsters and lava flows. The Materia Blade is easily found by moving a character equipped with the Move-Find Item ability and a high jump radius to the top of the "volcano" itself.


Lv.01 Exp.62
Hp 201/239
Mp 017/017
Ct ---/---
Cloud
Soldier
Brave 70 Faith 65
Move-3
Jump-3
Speed-08
JOIN UP!
EQP
Ability
Limit
Thief Hat
Black Costume
Feather Mantle
Equip Change

BATTLE MAP 55—64

THE DEEP DUNGEON

The Deep Dungeon is run by a powerful Wizard who dwells in the lowest level. To reach him and the extra Zodiac Stone he owns, you must fight your way through nine monster- and treasure-laden levels.

Did we mention you must do this in complete darkness?

To begin with, the darkness embracing the Deep Dungeon is easily dispelled by the appearance of a couple of life crystals. This helps you see the battlefield more clearly, but it won't aid you in your quest to find the hidden panels leading to the next level of the dungeon. Equipping all your participating characters with the Move-Find Items skill is a must. It helps cut down on the time it takes to search the dungeon floor panel by panel (which you'll have to do on your own; the exit panels are randomly generated whenever you play a level the first time).

Finding the exit panel also requires that you keep at least one enemy unit alive during your search. Beowulf, with his Magic Sword action skills, is a good choice. He can cast both Don't Act and Sleep spells. Killing all the monsters on a level without finding the exit panel first ends the battle without opening the next level. To continue, you must choose the last floor from the menu list and replay it.

Because the Deep Dungeon comprises nine random-style battles culminating in a Zodiac Monster battle, there's no telling what kind of monsters or enemy units you'll run into! The only certainty is that their levels will equal or exceed your own. Your reward for defeating these strong foes includes extra Experience Points and the opportunity to pick up some rare weapons and armor.

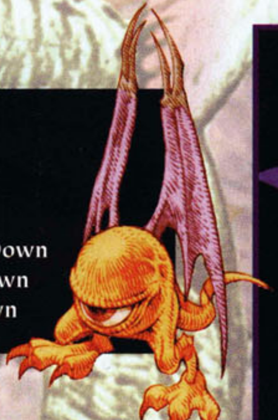
The Move-Find Item skill makes it possible to find the four secret treasure caches hidden on each floor that contain either a rare piece of equipment or a Phoenix Down. Once you've picked up the treasure hidden there, the spot becomes a trap you must be aware of when combing the battlefield for the exit panel.

Battle 55: Nogias

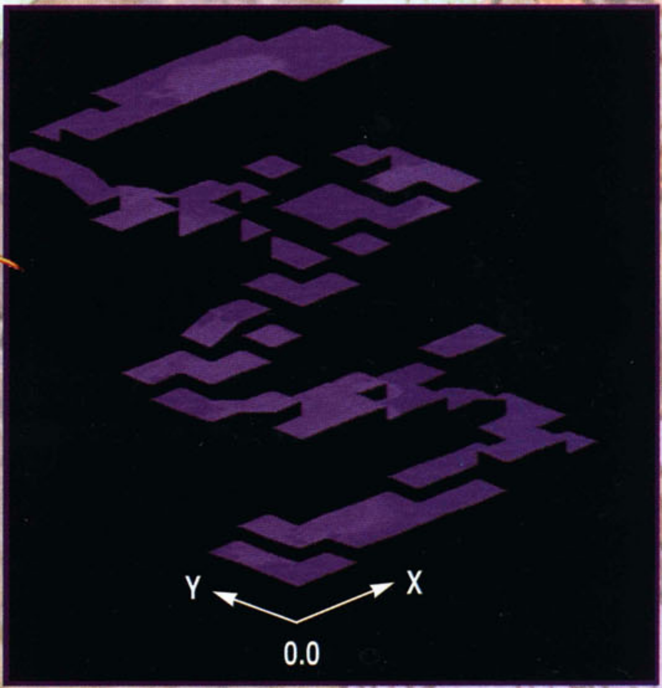
Objective: Defeat all enemies!

Treasure Data:

X:0 Y:6—Elixir or Phoenix Down
X:0 Y:9—Glacier Gun or Phoenix Down
X:2 Y:2—Blaze Gun or Phoenix Down
X:9 Y:4—Kiyomori or Phoenix Down

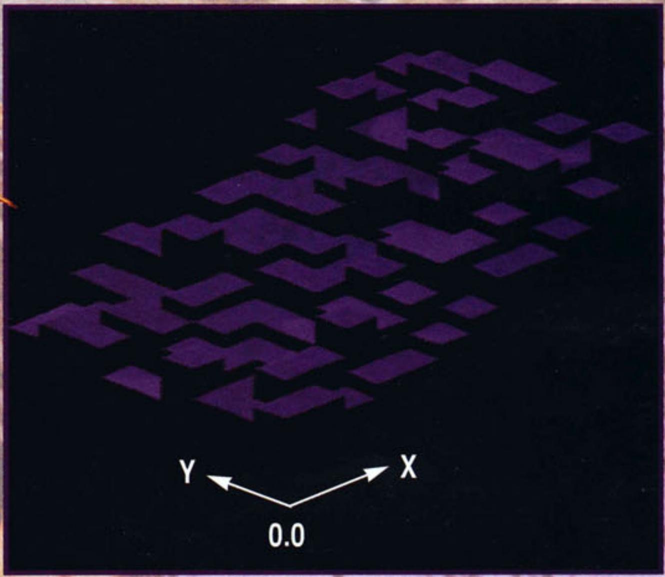


This is the initial floor of the Deep Dungeon and gives you a taste of what's to come. Work your way steadily to the bottom of the mountain, killing enemy troops as you come across them. Look for the passage to the next level on the bottom third of the map.



Battle 56: Terminate

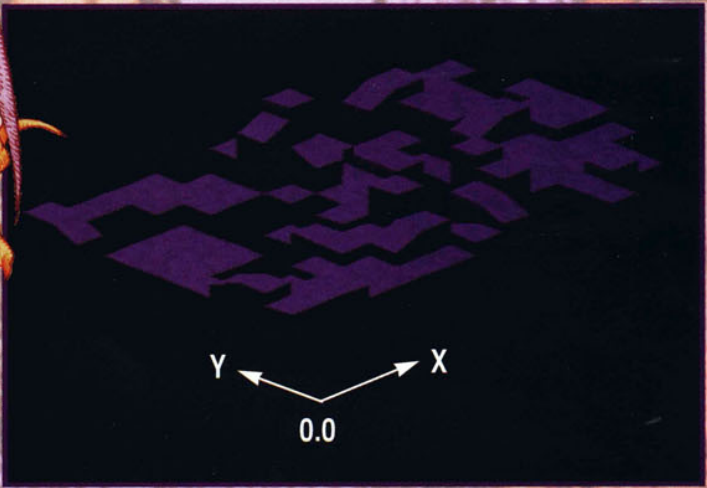
Objective: Defeat all enemies!
Treasure Data:
X:0 Y:4—Elixir or Phoenix Down
X:1 Y:8—Save the Queen or Phoenix Down
X:7 Y:2—Blood Sword or Phoenix Down
X:10 Y:6—Elixir or Phoenix Down



Like the previous battle, this battlefield compels you to work your way down the slope against the tide of enemy forces. Take care, as the varied levels distort your perception of the enemy's position.

Battle 57: Delta

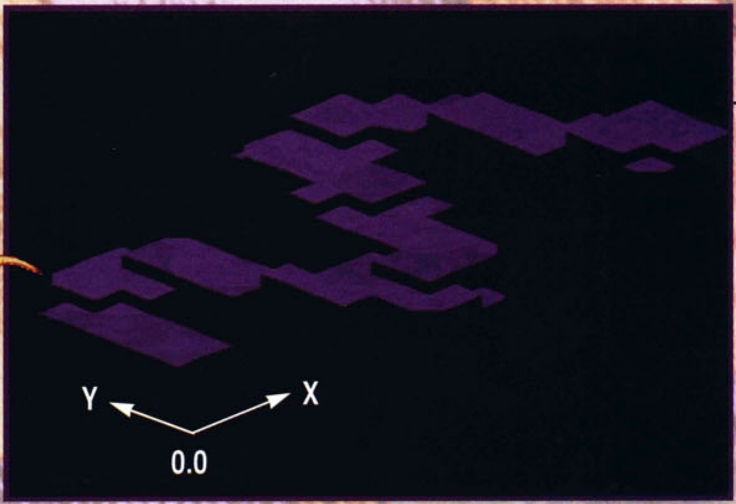
Objective: Defeat all enemies!
Treasure Data:
X:0 Y:2—Elixir or Phoenix Down
X:6 Y:7—Yoichi Bow or Phoenix Down
X:9 Y:1—Mace of Zeus or Phoenix Down
X:12 Y:5—Elixir or Phoenix Down



This area is filled with hidden bridges and gaps. You'll have to make your way very carefully as your enemies are spread about in clumps and the pathways don't always lead where you'd like them to.

Battle 58: Valkyries

Objective: Defeat all enemies!
Treasure Data:
X:4 Y:2—Faith Rod or Phoenix Down
X:5 Y:0—Kaiser Plate or Phoenix Down
X:5 Y:1—Fairy Harp or Phoenix Down
X:12 Y:8—Elixir or Phoenix Down

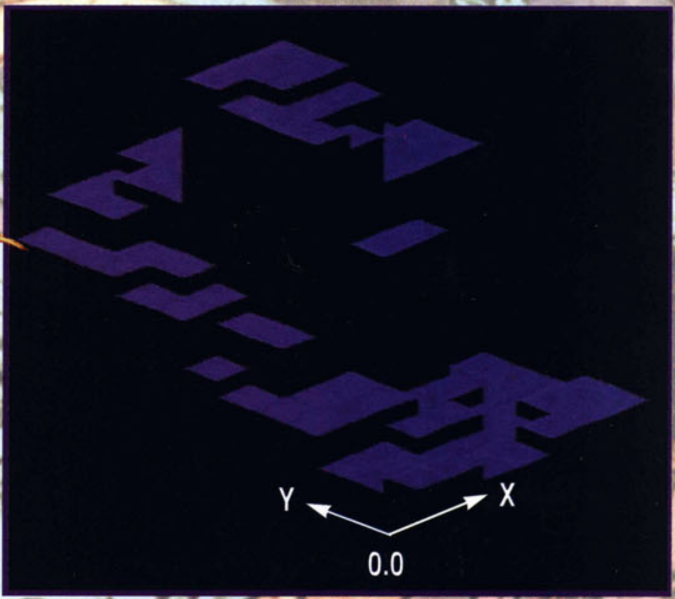


This S-shaped pass places you at the top and the enemy (and the way to the next board) at the bottom.

Battle 59: Mlapan

Objective: Defeat all enemies!
Treasure Data:
X:0 Y:0—Elixir or Phoenix Down
X:0 Y:11—Iga Knife or Phoenix Down
X:2 Y:8—Excalibur or Phoenix Down
X:6 Y:11—Elixir or Phoenix Down

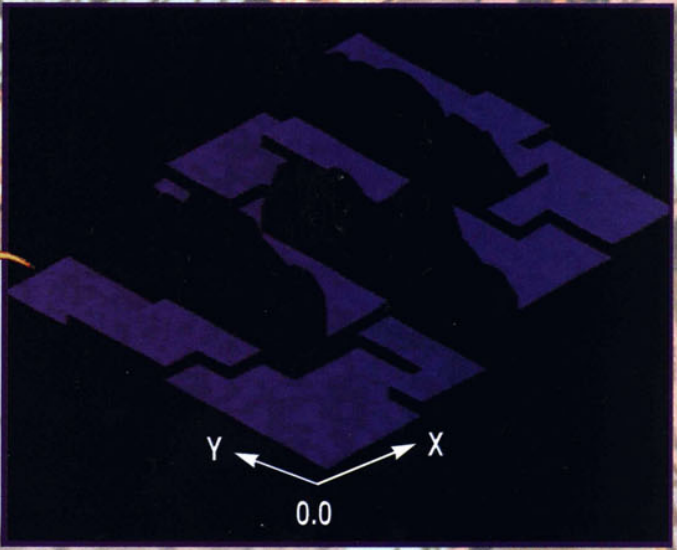
This is a tricky board, as it places you at the top of a mountain with the enemy directly beneath you. With long-distance attacks you can take out most of the enemy units without actually joining forces. The rest you'll have to meet up with at the bottom after making your way down the spiraling pathway.



Battle 60: Tiger

Objective: Defeat all enemies!
Treasure Data:
X:9 Y:8—Cursed Ring or Phoenix Down
X:9 Y:9—Secret Clothes or Phoenix Down
X:10 Y:8—Blast Gun or Phoenix Down
X:10 Y:9—Elixir or Phoenix Down

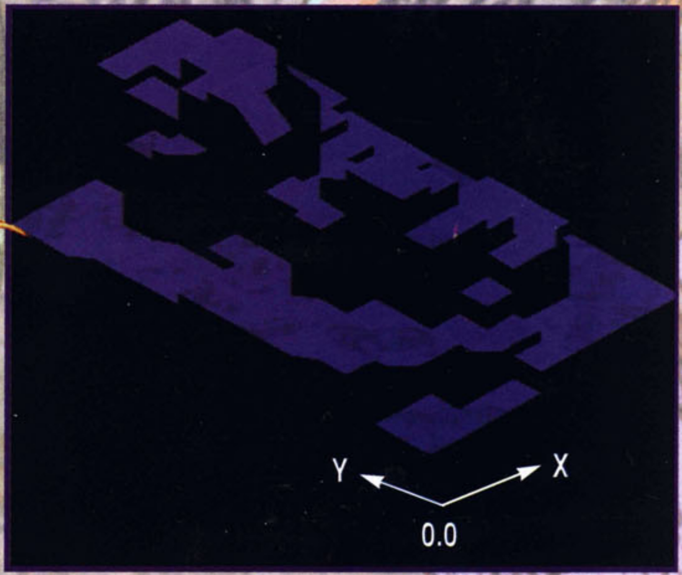
This battle takes place in a twisty hallway with walls that obscure the enemy units waiting farther down the line. Make sure you rotate the board often to keep track of who's lying in wait. On the positive side, the treasures lie right at the beginning of the course, and you'll usually find the exit at the end.



Battle 61: Bridge

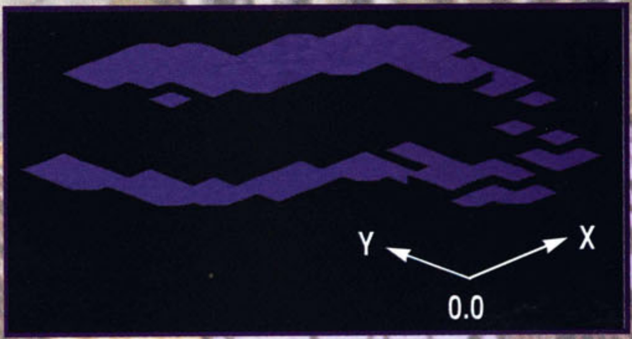
Objective: Defeat all enemies!
Treasure Data:
X:4 Y:4—Elixir or Phoenix Down
X:4 Y:10—Sage Staff or Phoenix Down
X:4 Y:12—Koga Knife or Phoenix Down
X:4 Y:14—Elixir or Phoenix Down

On this board, you and the enemy begin on separate sides of a mountain. To reach the enemy faster, find the "bridge" between the two sides halfway down the board.



Battle 62: Voyage

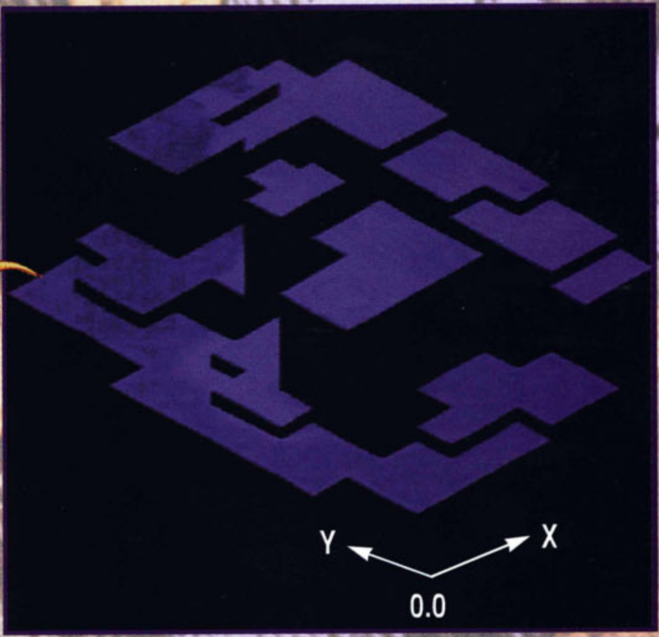
Objective: Defeat all enemies!
Treasure Data:
X:2 Y:10—Elixir or Phoenix Down
X:3 Y:8—Ragnarok or Phoenix Down
X:6 Y:7—Robe of Lords or Phoenix Down
X:8 Y:6—Perseus Bow or Phoenix Down



This is a long battlefield that forces you to travel from one side, to the pathway down the hill on the other side and then back again, to the panels where the exit is hidden.

Battle 63: Horror

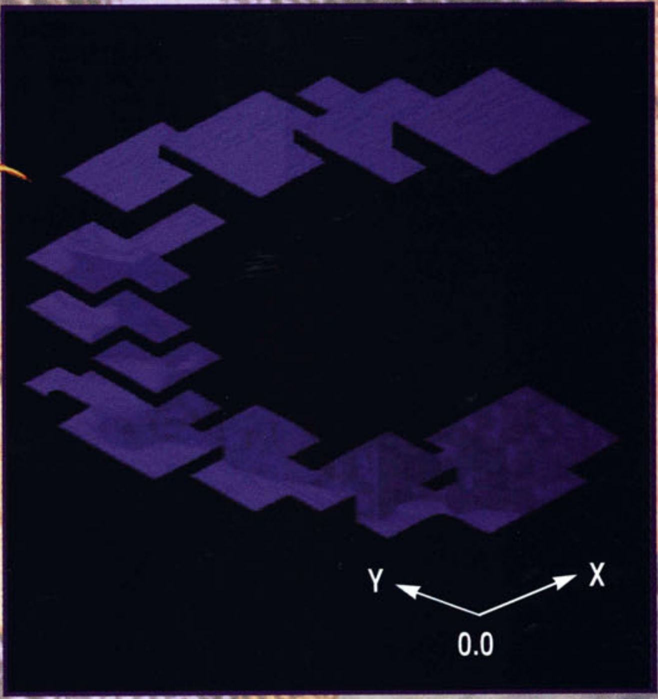
Objective: Defeat all enemies!
Treasure Data:
X:1 Y:3—Elixir or Phoenix Down
X:2 Y:0—Maximillian or Phoenix Down
X:8 Y:4—Grand Helmet or Phoenix Down
X:8 Y:5—Venetian Plate or Phoenix Down



This is the final random-battle–style level, and the most difficult you'll face. You start on a large platform and must figure out how to get down. Meantime you'll find yourself surrounded by Magic Users and Chocobos, to name a few!

Battle 64: End

Objective: Defeat Elidibs
Enemy Data: Elidibs (Serpentarius), Apanda x 6
Treasure Data:
X:10 Y:7—Chirijiraden or Phoenix Down
X:8 Y:7—Chaos Blade or Phoenix Down
X:8 Y:5—Elixir or Phoenix Down
X:10 Y:5—Elixir or Phoenix Down



This final battle is a worthy ending to the Deep Dungeon and excellent practice for the game's final battles. The Apandas are equipped with all three levels of Bio spells, which cast status anomalies on units within the spells' effect radius.

Elidibs' spells are also status anomaly based and include one you won't want to miss. Elidibs is master of the Summon Magic spell Zodiac, which, much like the Ultima spell, is learnable if a Summoner gets hit with it and survives. For this battle—and those that remain—you'll have the assistance of a Byblos monster. Its attacks are strong and can help you out in a jam.

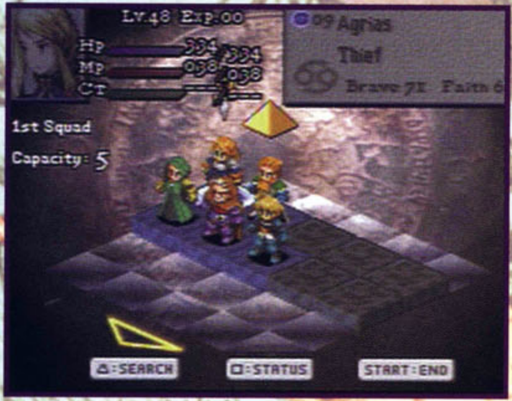
Defeating Elidibs nets you the 13th Zodiac Stone, Serpentarius.

BATTLE MAP 65

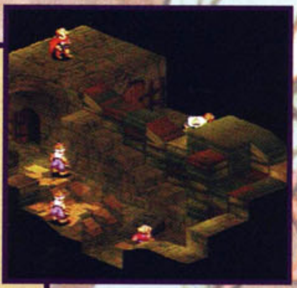
UNDERGROUND BOOK STORAGE FOURTH FLOOR

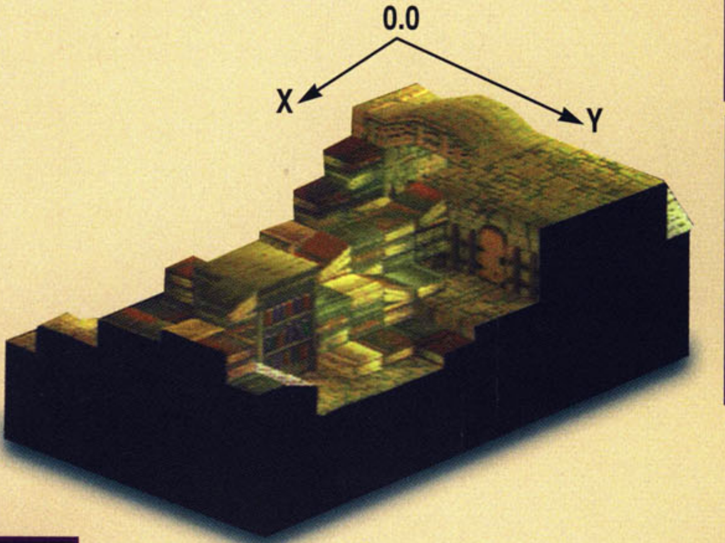
Objective: Defeat all enemies!
Enemy Units: Knight x 3, Monk x 2, Archer x 1
Difficulty Level: 1/5
Recommended Experience Level: 60 +
Treasure Data:
X:0 Y:7—Elixir
X:2 Y:7—Elixir
X:11 Y:2—Elixir
X:15 Y:7—Elixir

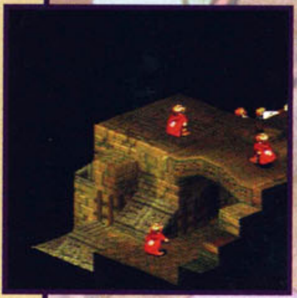
Suggested Attack Team Formation:

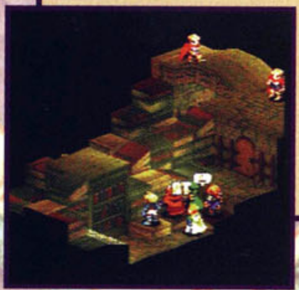

Lv.48 Exp.00
HP 334/334
MP 038/038
CT
09 Agrias
Thief
Brave 71 Faith 6
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

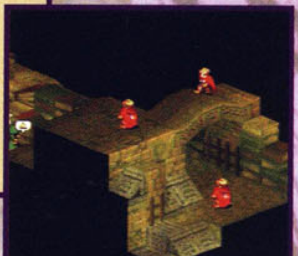
This is the first of a series of seven battles that lead to the culmination of this game. It's also the easiest, and the last battle where you'll be urged to defeat all the enemies on the field. This battle is easy because the enemy units are all familiar classes with standard weapons and armor. With tough warriors on your side, including Orlandu and Beowulf, you should have no problem defeating these meager soldiers. Watch out for the Knights and their Break abilities, though! It would be a shame to lose some of the expensive and rare armaments you've picked up on the way here. Using Meliadoul and Orlandu's special sword attacks is vital!











10h
Enemy
12/11 Lv.50 Exp.74
HP 352/352
MP 052/052
CT 008/100

TIP

CheckPoint!

As with previous battle series, make sure you've stocked up on the strongest armor and weapons you can find or buy before you commit. Replenishing your supply of remedies and potions also is a good idea.

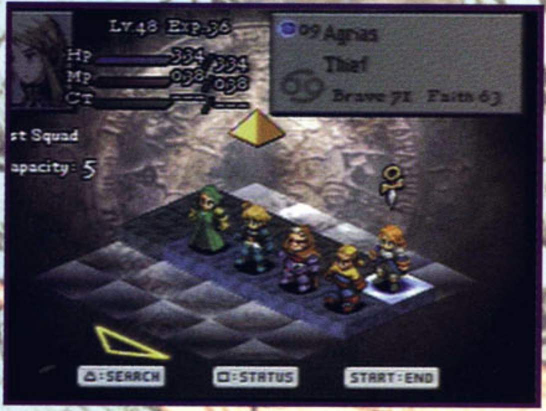
At this point you also must prepare your characters for the dangers that lie ahead. It's a good idea to return all your units (including Ramza and your NPCs) to their original Job Classes. These special classes feature various intrinsic bonuses you'll want to take advantage of. When arming your team, strive for a balance between HP and speed. For example, when Ramza and Orlandu fight as Squire and Master Swordsman respectively, they can combine light and heavy armor types. This may not seem important, but some of the lighter items, such as the Thief's Hat, have speed and attack bonuses that outweigh the slight decrease in protection. The Thief's Hat provides the wearer with a +2 Speed bonus, with only a 20 HP handicap!

BATTLE MAP 66

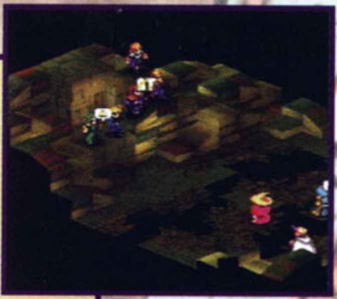
UNDERGROUND BOOK STORAGE FIFTH FLOOR

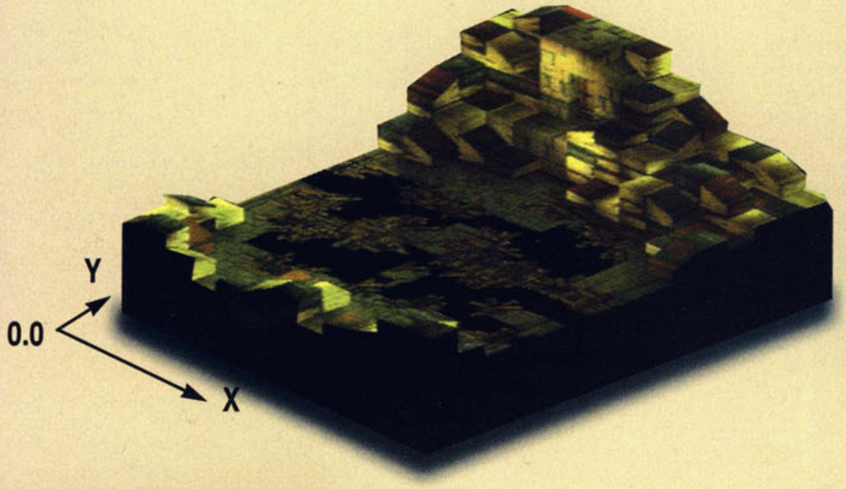
Objective: Defeat Rofel
Enemy Units: Rofel (Divine Knight), Wizard x 2, Summoner x 2, Time Mage x 1
Difficulty Level: 3/5
Recommended Experience Level: 60+
Treasure Data:
X:0 Y:14—Elixir
X:5 Y:6—Elixir
X:6 Y:6—Elixir
X:11 Y:14—Elixir

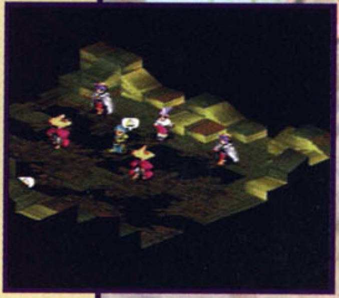
Suggested Attack Team Formation:

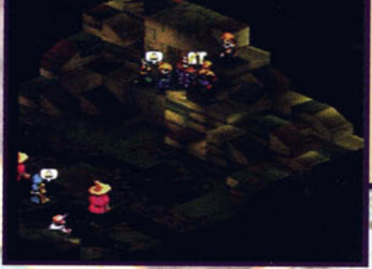

Lv.48 Exp.56
Hp 334/334
Mp 058/058
CT
09 Agrias
Thief
Brave 71 Faith 63
st Squad
apacity: 5
△:SEARCH
□:STATUS
START:END

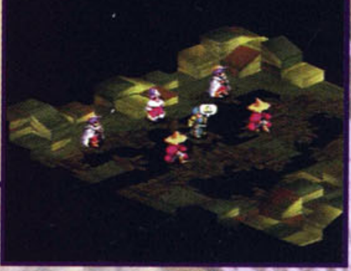
The objective for this battlefield is direct and simple: Defeat Rofel! This Divine Knight isn't overly strong, but his Mighty Sword attacks can be costly unless you make destroying his weapon a top priority. With his Save the Queen Sword broken or stolen, he can't resort to his job's Sword attacks and loses the Sword's protection bonus. Just survive his entourage's attacks long enough to maneuver your troops to within striking distance and the battle will be over before you know it.

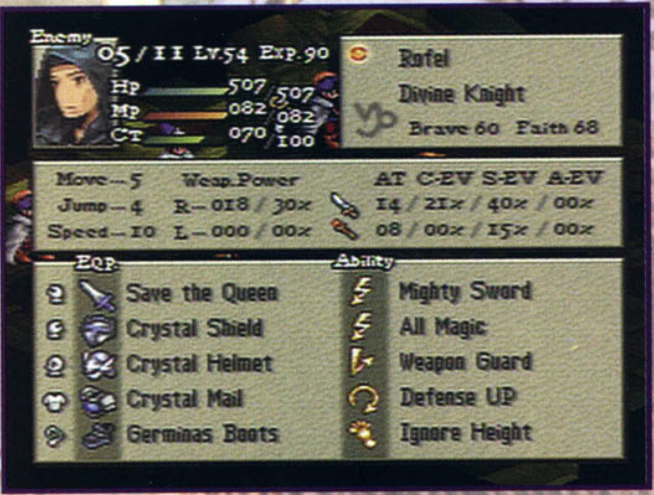












Enemy
05 / 11 Lv.54 Exp.90
Hp 507/507
Mp 082/082
CT 070/100

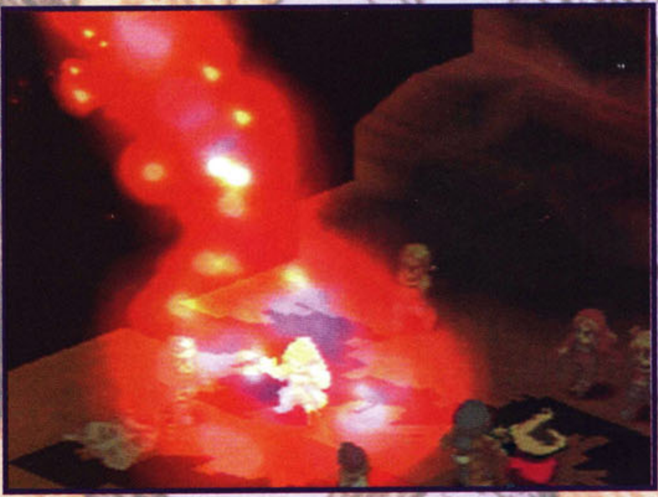
Rofel
Divine Knight
Brave 60 Faith 68

Move--5
Jump--4
Speed--10

Weap.Power
R--018 / 30%
L--000 / 00%

AT	C-EV	S-EV	A-EV
14	21%	40%	00%
08	00%	15%	00%

Eqp.	Ability
Save the Queen	Mighty Sword
Crystal Shield	All Magic
Crystal Helmet	Weapon Guard
Crystal Mail	Defense UP
Germinas Boots	Ignore Height

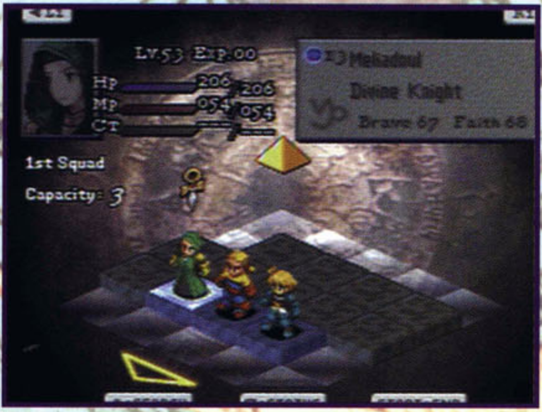


BATTLE MAP 67

MURONDE DEATH CITY

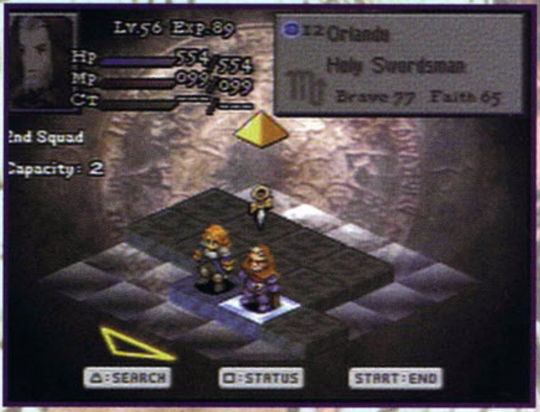
Objective: Defeat Kletian
Enemy Units: Kletian (Sorcerer), Samurai x 2, Ninja x 2, Time Mage x 2
Difficulty Level: 3/5
Recommended Experience Level: 60+
Treasure Data:
X:0 Y:8—Elixir
X:11 Y:11—Elixir
X:3 Y:11—Elixir
X:7 Y:9—Elixir

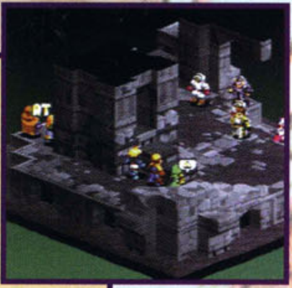
Suggested Attack Team Formation:

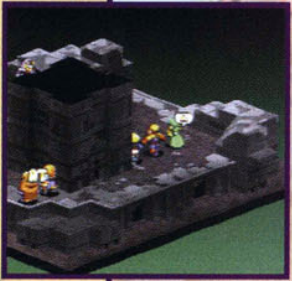

Lv.53 Exp.00
Hp 206/206
Mp 054/054
CT
Meliadoul
Divine Knight
Brave 67 Faith 68
1st Squad
Capacity: 3

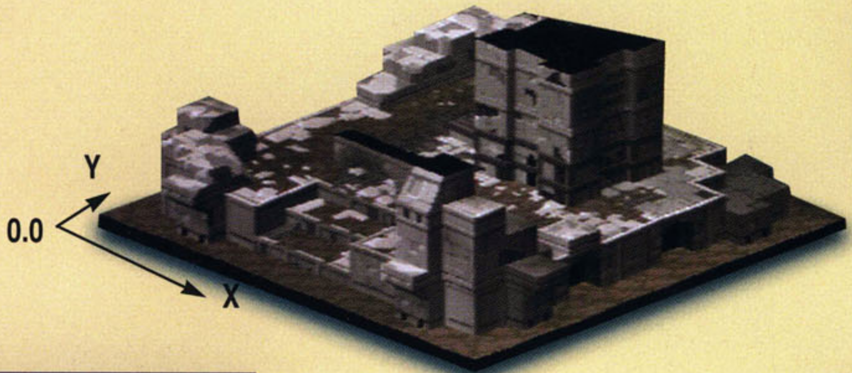
1st Battalion

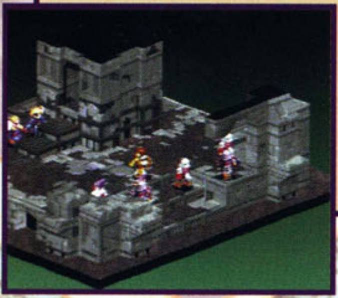
2nd Battalion

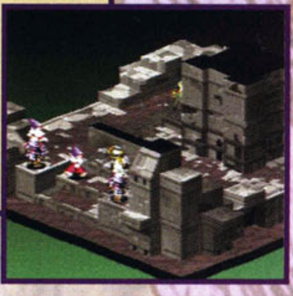

Lv.56 Exp.89
Hp 554/554
Mp 099/099
CT
Orlandu
Holy Swordsman
Brave 77 Faith 65
2nd Squad
Capacity: 2
△:SEARCH
□:STATUS
START:END







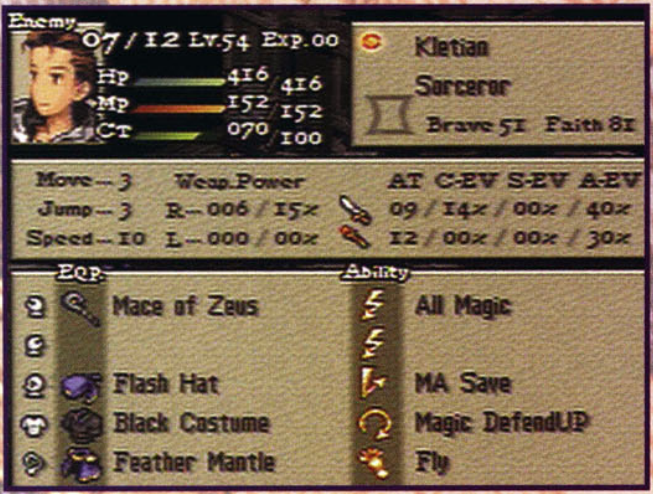




This is another battle where the objective, Defeat Kletian, is simple to achieve. Because Kletian positions himself in front of his supporting troops, taking him out rarely involves interacting with them.

Shell
Shell
Shell

If your characters' Speed ratings are high enough, you should be able to move them within striking range before any enemy has an AT. An attack from Ramza (especially with the Two Swords support ability equipped) followed by one from Orlandu should render him harmless. If only the remaining battles were as simple!

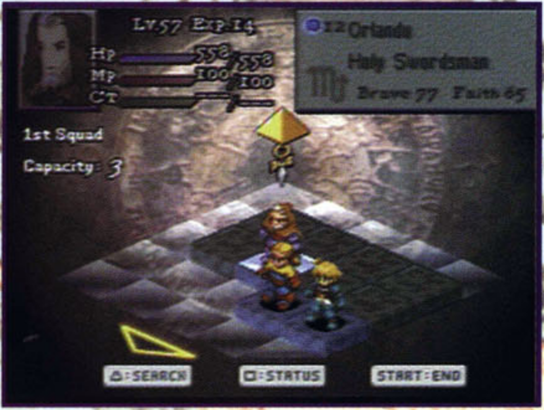

Enemy
07 / 12 Lv.54 Exp.00
Hp 416/416
Mp 152/152
CT 070/100
Kletian
Sorceror
Brave 51 Faith 81
Move -- 3 Weap.Power AT C-EV S-EV A-EV
Jump -- 3 R -- 006 / 15% 09 / 14% / 00% / 40%
Speed -- 10 L -- 000 / 00% 12 / 00% / 00% / 30%
Eqp.
Mace of Zeus
Flash Hat
Black Costume
Feather Mantle
Ability
All Magic
MA Save
Magic DefendUP
Fly

BATTLE MAP 68

LOST SACRED PRECINCTS

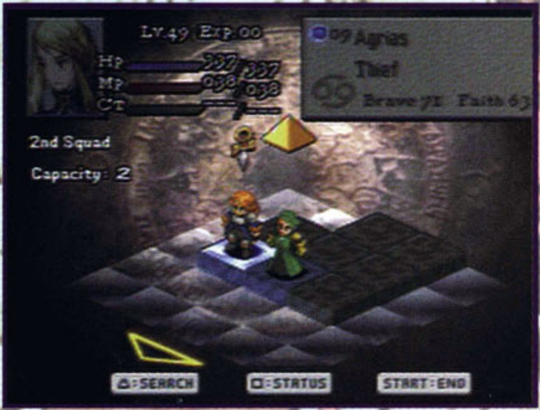
Objective: Defeat Balk!
Enemy Units: Balk (Engineer), Chemist x 1, Hyudra x 1, Hydra x 1, Tiamat x 1, Dark Behemoth x 1
Difficulty Level: 5/5
Recommended Experience Level: 60 +
Treasure Data:
X:7 Y:5—Elixir
X:2 Y:7—Elixir
X:4 Y:13—Elixir

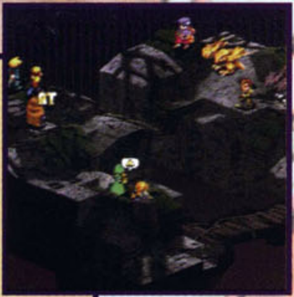
Suggested Attack Team Formation:

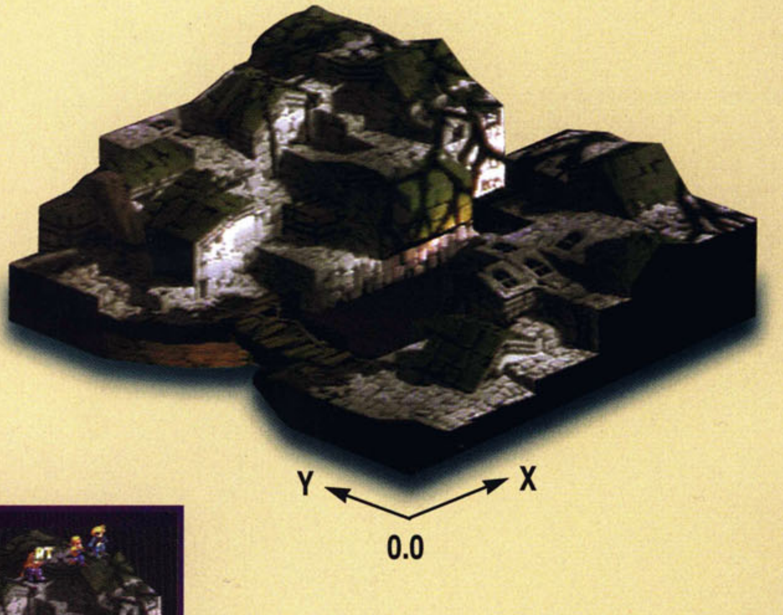

Lv.57 Exp.14
HP 558/558
MP 100/100
CT
12 Orlando
Holy Swordsman
Brave 77 Faith 65
1st Squad
Capacity 3
△:SEARCH
□:STATUS
START:END

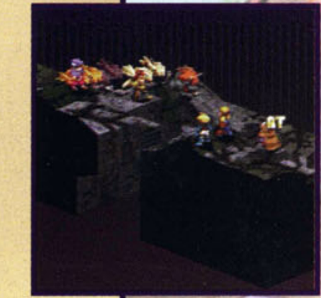
1st Battalion

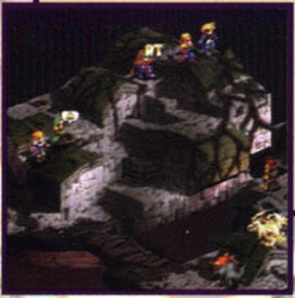
2nd Battalion

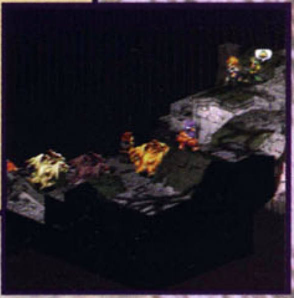

Lv.49 Exp.00
HP 337/337
MP 038/038
CT
09 Agrias
Thief
Brave 72 Faith 63
2nd Squad
Capacity 2
△:SEARCH
□:STATUS
START:END





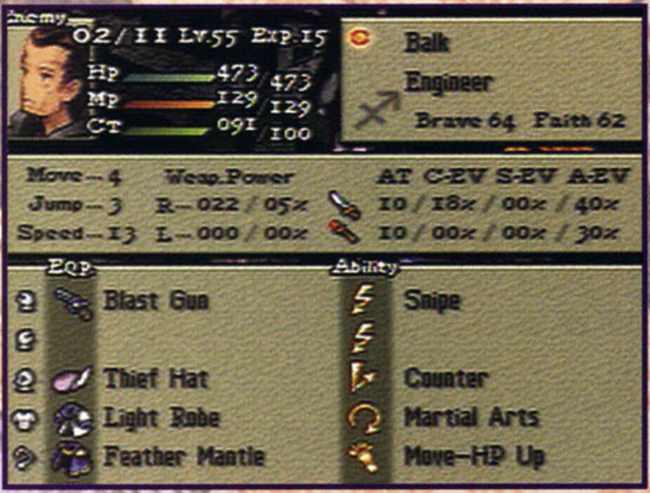






If you haven't dealt with the Hydra class of monsters before, here's your chance.

Depending on how the battle begins (if Balk advances to meet your front line or decides instead to hide out in the back), you may end up having your fill of them (or them of you!). These three-headed monsters attack in triplicate, whether it's with a close-range Triple Attack or the longer-distance Triple Flame or Thunder. Getting hit once or twice with one of their elemental blasts can reduce even the hardiest character down to zero HP. Keep those Elixirs and X-Potions at hand when you see them start to swarm!



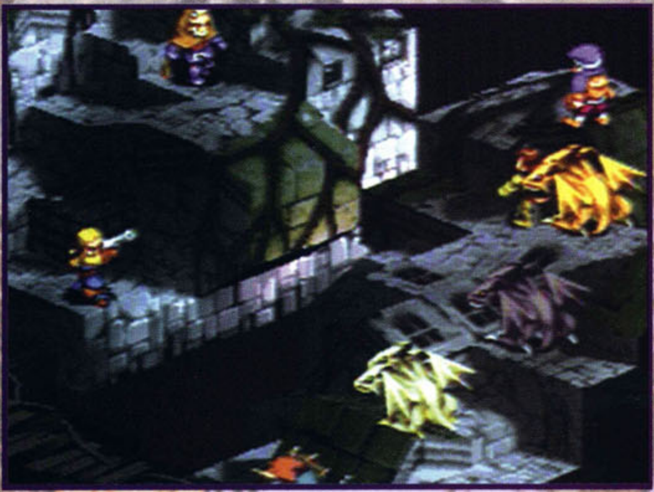
Enemy
02/11 Lv.55 Exp.15
Hp 473/473
Mp 129/129
CT 091/100

Balk
Engineer
Brave 64 Faith 62

Move--4 Weap.Power AT C-EV S-EV A-EV
Jump--3 R--022 / 05% 10 / 18% / 00% / 40%
Speed--13 L--000 / 00% 10 / 00% / 00% / 30%

Eqp.	Ability
Blast Gun	Snipe
Thief Hat	Counter
Light Robe	Martial Arts
Feather Mantle	Move-HP Up

Both Balk and the Chemist are equipped with those coveted magical Guns, the Blast Gun and the Glacier Gun. If you managed to acquire one for your own use during a previous battle, you know the power they have against the magically inclined. Neither character is difficult to kill if you can get to them quickly.



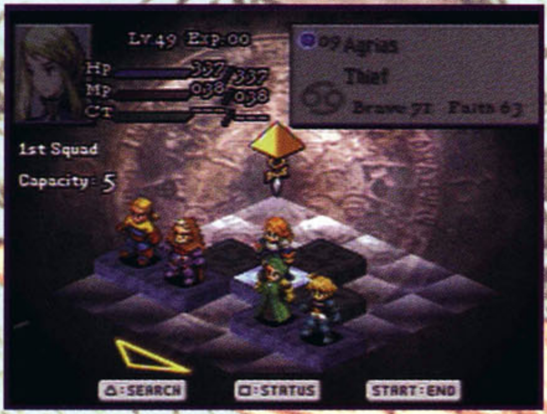
And on this battlefield, speed will be your primary concern. If you can get to Balk before the Hydras attack your party, kill him quickly and forego the monster-hunting.

BATTLE MAP 69

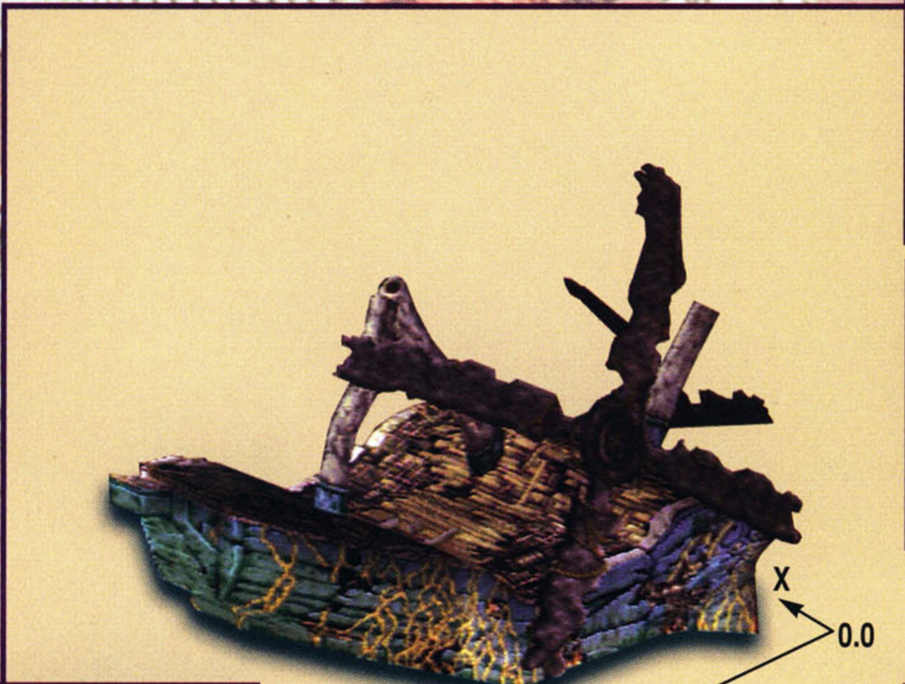
THE GRAVEYARD OF AIRSHIPS

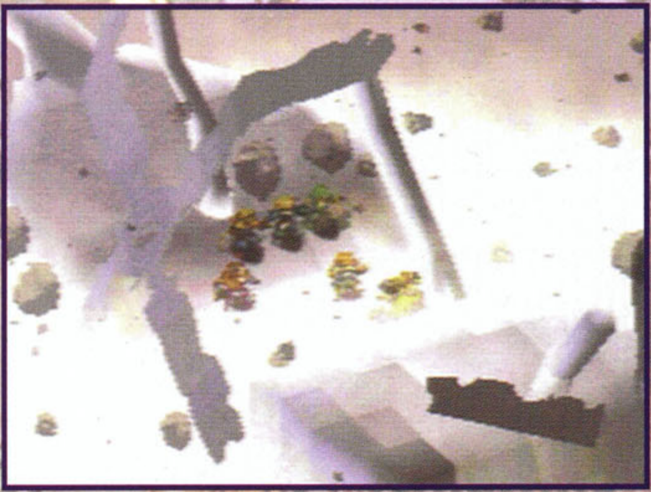
Objective: Defeat Hashmalum *then* Defeat Altima!
Enemy Units: Hashmalum (Regulator), Altima (Holy Angel and Arch Angel)
Difficulty Level: 4/5
Recommended Experience Level: 60 +
Treasure Data:
X:4 Y:15—Elixir
X:4 Y:14—Elixir
X:7 Y:0—Elixir
X:1 Y:0—Elixir

Suggested Attack Team Formation:


Lv.49 Exp.00
Hp 337/337
Mp 038/038
CT
09 Agrias
Thief
Brave 71 Faith 63
1st Squad
Capacity: 5
△:SEARCH
□:STATUS
START:END

Defeating Hashmalum and Altima is your final task before reaching the game's conclusion. Both monsters have HP in the range of 1500–2000 points and can produce massive attacks that inflict both HP damage and a variety of status anomalies within a large effect radius. Make sure you space your troops widely apart and that you have someone on hand who can heal and cure. Good luck!





PART FOUR

The 20 Job Classes (from Squire to Mime)

Although the Job Class system is nothing new to players of previous Final Fantasy games or the Ogre Battle series, it reaches its ultimate form here in Final Fantasy Tactics. The beauty of the system is that it gives all playable characters access to 20 different Job Classes, each with its own pros and cons, bonuses and handicaps, and innate abilities. While most jobs have prerequisites before access to that class is granted, the quest to reach that special class is fun, rewarding, and addictive. And with more than 400 action, reaction, support and movement skills from which to choose, you can combine action skill sets with other abilities to create limitless variations on the basic 20 Job Classes. If you've been looking for a game where your Knights can cast powerful magic spells, or your Wizards equip a sword to break the enemy's armor, look no further!

The Job Classes themselves are based around two career hierarchies. The Squire acts as the foundation for the warrior path and is the key to accessing physically demanding jobs such as the Knight, Samurai, Monk, and Ninja. The Chemist class opens the door to training in the magical arts. More powerful classes are made available to your characters as they work their way through the various hierarchies. For example, when a character reaches level two in the Knight class, the Monk class opens up; he or she may switch to that Job Class and train until the next level (Geomancer at Monk, level three) opens up. More complex and powerful classes become available as you gain higher mastery of several Job Classes within a path. Calculator class, for example, appears once a character has reached the fourth level of Priest and Wizard classes and the third level of Time Mage and Oracle classes. These requirements are only logical: The Calculator bases his/her calculations on spells learned from those prior Job Classes. The experience the character gains from training in those four weaker Job Classes forms the foundation of knowledge for the Calculator class. Plus, the more powerful the character is in those four previous classes, the more powerful the character will be when he or she becomes a Calculator.

There are a variety of ways to navigate job paths and train your troops, but no one way is any better than another. The Job Class system is constructed to reward you regardless of whether you move your troops slowly through the job hierarchies, mastering each as you go, or treat certain classes as pit stops on the road to the more powerful and complex professions. Taking the time to reach the higher levels of the earlier Job Classes before progressing to the more powerful ones does seem to have a "trickle-down" effect on the spread of Job Points and job levels. You have a better chance of starting a later Job Class, such as the Samurai or Ninja, at a higher level with more JP if you take the time to reach the fifth level or higher in the classes that precede it. On the other hand, staying in a Job Class only long enough to reach the level required by one of the more powerful Job Classes, such as the Samurai or Ninja, gives you access to their strengths earlier in the game. When choosing your strategy, keep these pros and cons in mind. You might want to try having certain characters master a certain Job Class while the others rush through their training to collect the rest.

You must take one thing into consideration when assigning jobs and planning your characters career strategies: A character's gender is factored into his or her basic stats. Female units tend to have a higher Magic Attack (MA) strength and more Magic Points (MP), while male units have more Hit Points (HP) and a higher Physical Attack (AT) strength. These differences are subtle (plus or minus 1 or 2 points in the case of MA vs. AT strength, and from 5 to 20 HP and 3 to 5 MP) but will lead you to train female units in magical careers and male units in warrior ones. If you do this, however, the game will sabotage you and deny access to the male only/female only classes (Bard and Dancer) hidden within the Job Class hierarchies. The only way to reach these special classes is to train your female units as warriors and your male units as magicians.

In the pages that follow you'll learn basic information about the Job Classes, including their baseline statistics, action ability sets, and pros and cons. We discuss reaction, support, and movement skills in a later section of this chapter. Because you can set these skills independently of the Job Class your characters are currently training in and they don't always reflect the Job Class they originate from, we felt they deserved separate consideration so you can make more informed decisions when purchasing and equipping them.

NOTE

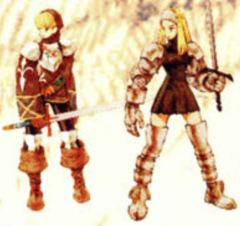
The baseline statistics in the following pages were derived by comparison with the basic statistics provided for the Squire Job Class. You can modify these baseline stats by equipping armor, weapons, and accessories with certain helpful attributes; raising a character's Brave and Faith points; and setting certain reaction, support, and ovement skills.

Level One Classes (Squire, Chemist)

These two classes, while not overly powerful, feature skills that are helpful to beginning and advanced characters alike. They form the basis of warrior and magician job paths, and mastering them will make your quest for the Mime Job Class much easier.

Squire

Requirements: None
Weapons: Knife, Sword, Axe, Hammer
Helmet: Hat
Armor: Clothes



The Squire class forms the foundation of the warrior career path and is the most balanced with regard to attack strengths and types. While this Job Class isn't the strongest compared to the Knight class, with its HP and Armor bonuses, or the safest compared to the Archer class, with its long range attacks, Squires are still sturdy fighters and a good complement to the Attack Team in the game's early stages.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
4	3	8	5%	-	-	-	-

Basic Skills

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Accumulate	Raises the character's physical attack power.	0	1	—	—	Now	300	◆
Dash	Attack the enemy with a body blow.	1	1	1	—	Now	80	◆
Throw Stone	Throw a stone at an enemy unit. This is one of the first long range attacks your characters can buy.	4	1	N/A	—	Now	90	◆◆◆
Heal	Cures abnormal status effects such as Darkness, Silence, Poison.	1	1	2	—	Now	150	◆

The ability Throw Stone is the most important of the Squire's action skills to pick up. This skill allows the character to throw a stone at a target within a radius of four panels. Although the damage this does may be minimal compared to that of an arrow, it's still a very effective attack in the first chapter; it does damage, but, more importantly, it earns the character JP. In addition to choosing Throw Stone, make sure you train in the Squire class long enough to pick up the support ability Gained JP Up and the movement ability Move + 1. Both of these are crucial in the beginning stages of the game when faster development is key to survival and a larger movement radius gives you better access to the front line or a safe, out-of-the-way spot.

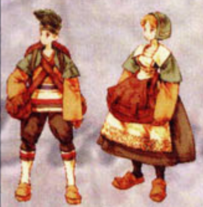
Pros

- Well-balanced character with regard to movement, speed, and abilities.
- Skills were created for beginning fighters and aid in movement and job development.

Cons

- In the early parts of the game, this class is vulnerable to attacks because it's not as strong and protected as its companions on the front line (Knight and Monk).

Chemist



Requirements: None
Weapons: Knife, Gun
Helmet: Hat
Armor: Clothes

The Chemist forms the basis of the magician career path and features one of the most durable action ability sets of the whole group. To use the potions and curatives you find in the shops and on the battlefields, you must explore the Chemist class.

Like all practitioners of the magical arts, the Chemist class toils under the burden of lowered HP and a reduced AT strength. Although this class can use Knives, its best weapon is the Gun, which appears for sale in Goug Machine City near the end of Chapter Two. This weapon features a long attack range and its power rivals many hand-held weapons—especially once you've acquired one of the three spell guns. On the battlefield, the Chemist's place is in the background, providing healing support to its comrades. This class's intrinsic ability is throwing items, which it can do up to a distance of four panels. Before you throw, however, make sure your aim is true and that you have a 100 percent chance of hitting your target!

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	5%	-	Same	-	Same

Item

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Potion	Recovers 30 HP. Causes damage to the undead.	4	1	—	—	Now	30	✦✦✦✦
Hi-Potion	Recovers 70 HP. Causes damage to the undead.	4	1	—	—	Now	200	✦✦✦
X-Potion	The strongest potion, recovering 150 HP. Causes damage to the undead. A must-have!	4	1	—	—	Now	300	✦✦✦✦
Ether	Recovers 20 MP.	4	1	—	—	Now	300	✦✦
Hi-Ether	Recovers 50 MP.	4	1	—	—	Now	400	✦✦
Elixir	Restores all HP and MP. Elixirs can't be found in stores and must be found on the battlefield.	4	1	—	—	Now	900	✦✦✦
Antidote	Neutralizes all poisons.Cancels: Poison.	4	1	—	—	Now	70	✦✦
Eye Drop	Restores sight. Cancels: Darkness.	4	1	—	—	Now	80	✦✦
Echo Grass	Restores speech, allowing the character to cast spells again. Cancels: Silence.	4	1	—	—		120	✦✦
Maiden's Kiss	Changes the character back to his or her original shape. Cancels: Frog.	4	1	—	—	Now	200	✦✦
Soft	A golden needle which cures petrification. Cancels: Petrify.	4	1	—	—	Now	250	✦✦
Holy Water	Restores life to the undead. Cancels: Undead, Blood Suck.	4	1	—	—	Now	400	✦✦✦
Remedy	This all-purpose medicine cures most status anomalies. Cancels: Petrify, Darkness, Confusion, Silence, Oil, Frog, Poison, Sleep.	4	1	—	—	Now	700	✦✦✦
Phoenix Down	This tailfeather revives dead units. Cancels: Dead.	4	1	—	—	Now	90	✦✦✦✦

The Item ability set is very useful in the first two chapters of the game as the secondary action ability for most of your characters. When primed with the Potion and Phoenix Down skills, this ability set allows almost everyone on the battlefield to heal themselves in time of need or provide emergency resurrection to a fallen comrade within range. However, before you have your Knight try to toss a potion across the field, keep in mind that without the Throw Item support skill he/she will be able to throw only to those standing right next to him.

Of the skills you can buy, first save up for the all-important Phoenix Down skill. This allows you to revive the dead before their countdown ends and will get a lot of use over the course of the game. Also, consider scrimping for the Remedy skill instead of purchasing its components separately.

Pros

- Potions and other curatives are always more reliable and faster than a Priest's Cure spell.
- The item skill set is immediately valuable to all characters in the first chapter or two of the game.
- Hi-Potions and X-Potions are great ways to take out undead monsters!

Cons

- Low HP and AT strength means you'll spend a lot of time defending characters of this class—especially because the enemy AI targets those with the ability to cure and revive first.
- Weapon strength is low until guns become available at the end of Chapter Two.

Level Two Classes (Knight, Archer, Priest, Wizard)

The second level of the Job Class hierarchies becomes available very quickly in the game, once your characters have reached level-two status in previous jobs (Squire and Chemist). The four Job Classes that make up this tier represent the usual spread of Job Classes found in most RPGs.

Knight

Requirements: Squire Level Two
Weapons: Sword, Knight Sword, Shield
Helmet: Helmet
Armor: Armor, Robe

The Knight is one of the game's strongest and most powerful classes. It features two bonuses that make it an obvious choice for beginning warriors in Chapter One—higher HP and the ability to equip heavy armor and helmets. We can't overstress the importance of these bonuses. The benefits they bring provide a certain amount of longevity to the characters training in this class. The other benefit that the Knight class boasts is its lack of handicap in MA strength and MP growth. This and the class's ability to wear magician's robes make the different magic types a perfect secondary action ability choice.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	10%	+	Same	+	Same

Battle Skill

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Head Break	Destroys target's equipped hat or helmet, decreasing protection and HP. Can be countered by the Maintenance support skill.	Depends on weapon.	0	—	—	Now	300	♦
Armor Break	Destroys target's equipped armor, clothes or robe, decreasing his/her protection and HP. Can be countered by the Maintenance support skill.	Depends on weapon.	0	—	—	Now	400	♦♦♦
Shield Break	Destroys target's equipped shield. Can be countered by the Maintenance support skill.	Depends on weapon.	0	—	—	Now	300	♦
Weapon Break	Destroys target's equipped weapon reducing his/her attack power greatly. Can be countered by the Maintenance support skill.	Depends on weapon.	0	—	—	Now	400	♦♦♦♦
Magic Break	Reduces target's MP by half.	Depends on weapon.	0	—	—	Now	250	♦♦
Speed Break	Diminishes target's Speed level two points at a time.	Depends on weapon.	0	—	—	Now	250	♦♦♦
Power Break	Reduces target's physical attack power two points at a time.	Depends on weapon.	0	—	—	Now	250	♦
Mind Break	Reduces target's magic attack power two points at a time.	Depends on weapon.	0	—	—	Now	250	♦

The Knight's main strength is his/her ability to break both the equipment and power of enemy troops. If you don't consider this a worthy skill to possess, just wait until the enemy tries to destroy *your* weapons and armor! This skill set is great when fighting against other Knights or NPCs with powerful sword spells such as Gafgarion. After all, if their weapons are broken, so is their attack power.

Most characters, unless equipped with the Monk's support ability Martial Arts, are not very handy with their bare fists. A few tricks to be aware of: The range of Battle Skill abilities depends on the weapon the character is using, which means breaking can be a short- or long-distance sport! On the other hand, a character need only equip the Maintenance support skill to negate the effect of all Break skills and protect his/her valuable equipment.

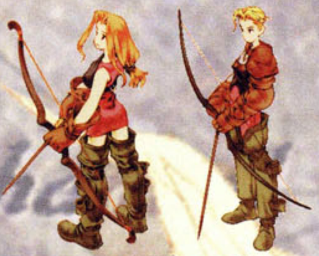
Pros

- ♦ High HP and AT strength makes the Knight a force to reckon with on any battlefield.
- ♦ The lack of MP/MA handicaps, coupled with the ability to wear robes, makes Magic a suitable secondary ability for this class.
- ♦ The Knight's Battle Skills ability works with both long- and short-range weapons and is great for disabling powerful enemies.

Cons

- ♦ You can disarm Break attacks using the Maintenance support skill.
- ♦ Stealing equipment can be more fun and rewarding than Breaking it!

Archer



Requirements: Squire Level Two
Weapons: Bows, Crossbows, Shield
Helmet: Hat
Armor: Clothes

The Archer is one of the first classes that can attack from a distance. This is a good trait for a character participating in the earlier battles, where effective attacks from the back line can kill enemies and preserve the lives of allied units (mainly his/her own). However, as the game progresses, the skills of this class tend to pale in comparison to some of the others. The Charge skill set is nice, but the time factor involved in pulling off charged attacks—and the enemy's innate ability to dodge them—leave one wondering what the big deal is. The solution is simple: Equip the support skill Concentrate and your attacks will never fail! Unless, of course, the enemy just moves out of range ...

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	10%	+	Same	Same	-

Charge

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Charge +1	Attack that increases the damage a weapon does through charging. The more you charge, the stronger the attack power will be.	Depends on weapon.	1	—	—	—	100	◆
Charge +2	Slightly stronger attack than Charge +1.	Depends on weapon.	1	—	—	—	150	◆◆
Charge +3	Stronger than Charge +2, although it takes roughly the same amount of time to discharge.	Depends on weapon.	1	—	—	—	200	◆◆
Charge +4	This is the best of the charge skills as it gives you the best balance of strength and time. Combined with the Short Charge support skill, this is your best bet.	Depends on weapon.	1	—	—	—	250	◆◆◆◆
Charge +5	Stronger than Charge +4, but takes longer to discharge.	Depends on weapon.	1	—	—	—	300	◆◆
Charge +7	Stronger attack than Charge +5, but takes slightly longer to discharge.	Depends on weapon.	1	—	—	—	400	◆
Charge +10	Stronger attack than Charge +7, but takes a long time to discharge.	Depends on weapon.	1	—	—	—	600	◆
Charge +20	Stronger attack than Charge +10, but takes a long time to discharge.	Depends on weapon.	1	—	—	—	1000	◆

Like the Knight's Battle Skills, the Charge skill set is weapon-dependent. It works well with the Archer's bow because it amplifies the damage it can cause from a long distance. The problem with these abilities is that the increase in damage is based on the amount of time it takes to charge the attack. Charge + 4 seems to be the point where HP damage and time efficiency collide. The skills below this are slightly faster but do less damage; those higher do only slightly more damage while taking longer to execute.

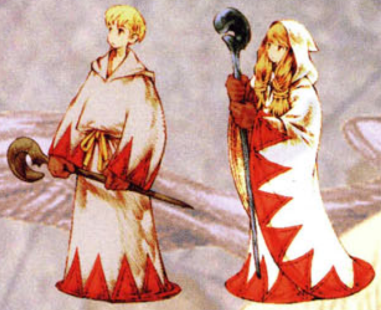
Pros

- First Job Class that can attack from afar.
- Bow attacks are both long-ranged and flexible, allowing the character to target enemy units hiding behind walls, and so on.

Cons

- Charge skill set isn't as powerful as some or as practical and efficient as others.
- Usefulness of Job Class wears down as more powerful ones become available.

Priest



Requirements: Chemist Level Two
Weapons: Staff
Helmet: Hat
Armor: Clothes, Robe

The Priest class features a wide range of both curative and protective spells. Although not a strong member of the Attack Team, when facing a band of enemy undead, his/her Cure spells go from defensive to offensive and can cause as much damage as a Black Magic spell. The White Magic skill set is a great secondary ability set, although not as reliable as the use of items. This is because of the way the Faith point system works. Although a character whose Faith points are high tends to be more effective at casting magic, he or she also is more likely to take more damage from an offensive spell. This works for healing spells as well. If the caster has high Faith points, then the amount he/she will be able to heal is greater, although a character with lower Faith points might not benefit completely.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	9	5%	Same	+	-	+

White Magic

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Cure	Restores small amount of HP.	4	2	1	6	25	50	◆◆◆◆
Cure 2	Restores a medium amount of HP.	4	2	1	10	20	180	◆◆
Cure 3	Restores more HP than Cure 2 but at a greater cost. This is good if the character's MA strength and Faith points are high.	4	2	2	16	15	400	◆◆◆
Cure 4	Restores a large amount of HP.	4	2	3	20	10	700	◆◆
Raise	Revives dead units and restores half of their HP. Cancels: Dead.	4	1	—	10	25	180	◆◆
Raise 2	Revives dead units and restores the highest amount of HP. Cancels: Dead.	4	1	—	20	10	500	◆
Reraise	Automatically raises units from the dead. Adds: Reraise.	3	1	—	16	15	800	◆
Regen	Restores HP incrementally over a period of time. Adds: Regen.	3	2	0	8	25	300	◆
Protect	Decreases amount of physical attack damage sustained. Adds: Protect	3	2	0	6	25	70	◆◆
Protect 2	Decreases amount of physical attack damage sustained. Has a higher success ratio than Protect. Adds: Protect.	3	2	3	24	15	500	◆
Shell	Descreases amount of magic attack damage sustained. Adds: Shell.	3	2	0	6	25	70	◆◆
Shell 2	Descreases amount of magic attack damage sustained. Has a higher success ratio than Shell. Adds: Shell.	3	2	3	20	15	500	◆
Wall	Protects units from both physical and magic attacks. Adds: Protect, Shell.	3	1	—	24	25	380	◆
Esuna	Cancels the majority of abnormal statuses. Cancels: Petrify, Darkness, Confusion, Silence, Berserk, Frog, Poison, Sleep, Don't Move, Don't Act.	3	2	2	18	34	280	◆◆◆
Holy	Powerful White magic attack. Holy Elemental	5	1	—	56	17	600	◆◆◆

The skills you'll want to pick up in this class are Cure, Cure 3 and Holy. Holy is the only real offensive spell that the White Magic class has and it offers a nice amount of damage for the MP cost. It's especially good against characters such as Gafgarion the Dark Knight, and some of the Zodiac monsters, such as Queklain.

Pros

- The White Magic skill set features powerful healing and protective spells and makes a great secondary action skill.

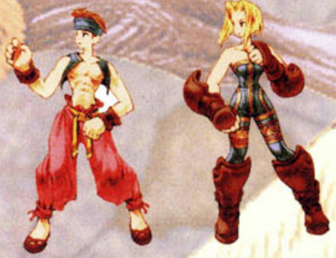
Cons

- Like most magician classes, the Priest has low AT strength and HP. The class's lack of offensive skills, except under certain circumstances, emphasizes this weakness.
- The potions used by the Chemist are quicker and more reliable, even though they lack the effect radius of the Cure spell.

Level Three Classes (Monk, Thief, Time Mage, Oracle)

These classes feature more specialized attacks and job skills. They're also slightly more powerful than previous Job Classes, although in subtler ways.

Monk



Requirements: Knight Level Two
Weapons: None
Helmet: None
Armor: Clothes

With the exception of the Knight, the Monk class is one of the best offensive-line Job Classes for the middle stretch of the game. It's an unlikely choice, however, because it's limited to its fists, weapon-wise, as well as the lightest of armor and no head protection. As a result, compared to a fully armored Knight, its HPs will seem lacking and make its ability to stand effectively in close proximity to the enemy suspect.

Never fear, though. What it lacks in HP it makes up for with a boost in Speed, Agility, and Attack Power. One blow with its bare fists often causes more damage to the enemy than a single sword strike, because its AT strength isn't limited by a weapon's power. In addition, its action skills are perhaps the most versatile, ranging from deadly perimeter and distance attacks to restorative spells. Moreover, as the Monk's Brave points rise, so too does its attack strength. This allows it to cause greater damage to enemies and provide greater healing to its colleagues.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
1	3	4	9	20%	+	Same	++

Punch Art

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Spin Fist	Character attacks surrounding enemies with his/her fists as he/she spins around.	1	2	0	—	Now	150	✦✦
Repeating Fist	Character punches the target repeatedly with his/her fist.	1	1	1	—	Now	300	✦✦
Wave Fist	Character can attack an enemy from afar with a surge of energy.	3	3	1	—	Now	300	✦✦✦✦
Earth Slash	A line of energy flowing through the ground causes damage to enemies standing in its path. The attack range for this skill covers eight panels directly radiating from the caster in the four cardinal directions and affects any enemy standing in the path chosen. This isn't effective against enemies not in contact with the ground (flying or levitating). Earth Elemental.	8	4 directions	2	—	Now	600	✦✦✦✦
Secret Fist	Casts a Death Sentence on the enemy after attack. Do not use against Undead creatures! Add: Death Sentence.	1	1	0	—	Now		✦
Stigma Magic	Similar to the Esuna spell, uses spirit of Yang to nullify status anomalies. Cancels: Petrify, Darkness, Confusion, Silence, Berserk, Frog, Poison, Sleep, Don't Move, Don't Act.	1	2	0	—	Now	200	✦✦✦
Chakra:	A concentration of Ki restores both HP and MP to the caster and those surrounding him/her.	1	2	0	—	Now	350	✦✦✦✦
Revive	Resurrects a dead character, restoring his or her HP slightly. Cancels: Dead.	1	1	0	—	Now		✦✦✦

Of all of the Monk's action skills, make sure you purchase the following: Earth Slash, Chakra, and Wave Fist. Earth Slash and Wave Fist are important offensive skills that provide the Monk with some flexibility on the battleground. They're ranged attacks, so the Monk can use both when approaching and retiring from the front line, thus allowing him or her to give excellent and often deadly support to the Attack Team. Furthermore, the long attack range of Earth Slash makes it an excellent attack skill for wiping out a line of enemies.

As a restorative spell, Chakra is one of the best. Not only does it provide a medium amount of healing (HP and MP) to the caster, but also to those immediately around him/her. Take care, though, because it doesn't distinguish between ally and enemy!

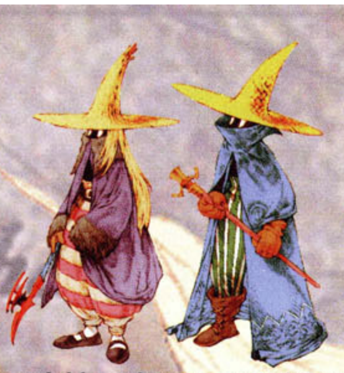
Pros

- Wide variety of skills from attack to restorative allows you to deploy the Monk in a variety of ways.
- Good offensive power, especially for the middle of the game, with good growth possibilities. Excellent job-related bonuses in Speed, Agility, and Attack Power.

Cons

- Cannot equip weapons, head protection or heavy armor. As a result, HP level is lower than most front-line warriors. However, this Job Class can be combined with the support skill Equip Armor, giving the character an extra HP and protection boost without interfering with the job's abilities!
- Low Magic Attack strength negates effectiveness of magic-related secondary action abilities.

Wizard



Requirements: Chemist Level Two
Weapons: Rod
Helmet: Hat
Armor: Clothes, Robe

The Wizard is the strongest magician available, eclipsing even the Summoner in MA strength. With its skill set of purely offensive skills, a character of this class is a powerful member of the Attack Team, even though it faces reduced AT strength and HP growth. The Summoner may be able to cast spells with larger effect radii, but the Wizard's spells on the whole tend to be cheaper to collect and cast, and also faster. As long as you keep it well-protected and healed, this character can wreak mayhem on the battlefield.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	5%	-	+	-	+

Black Magic

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Fire	Basic Fire Elemental attack.	4	2	1	6	25	50	◆◆◆
Fire 2	Medium-level Fire Elemental attack.	4	2	2	12	20	200	◆◆
Fire 3	High-level Fire Elemental attack.	4	2	3	24	15	480	◆◆
Fire 4	Massive Fire Elemental attack.	4	3	3	48	10	850	◆◆
Bolt	Basic Lightning Elemental attack.	4	2	1	6	25	50	◆◆◆◆
Bolt 2	Medium-level Lightning Elemental attack.	4	2	2	10	20	200	◆◆
Bolt 3	High-level Lightning Elemental attack.	4	2	3	24	15	480	◆◆
Bolt 4	Massive Lightning Elemental attack.	4	3	3	48	10	850	◆
Ice	Basic Ice Elemental attack.	4	2	1	6	25	50	◆◆
Ice 2	Medium-level Ice Elemental attack.	4	2	2	12	20	200	◆
Ice 3	High-level Ice Elemental attack.	4	2	3	24	15	480	◆
Ice 4	Massive Ice Elemental attack.	4	3	3	48	10	850	◆
Poison	Gradually lowers target's HP through poisoning. Adds: Poison.	4	2	2	6	34	150	◆
Frog	Turns target into a frog and vice versa. Adds: Frog.	3	1	—	12	20	500	◆◆
Death	Kills target instantly. Adds: Dead.	4	1	—	24	10	600	◆
Flare	Large fireball falls from the sky causing a large amount of damage to the target.	5	1	—	60	15	900	◆◆◆◆

Of all of the spells available to the Wizard, the most widely effective seem to be the Fire and Bolt spells. Because these spells use the power of different elementals, you'll want to make sure your intended target is indeed susceptible before casting. When purchasing skills, try to collect levels one through three of each spell first before investing in the fourth level. These spells are generally a waste of time, because the amount of damage they do rarely outweighs their MP cost and the time it takes to cast them.

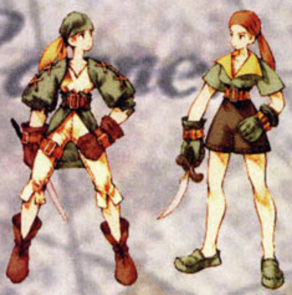
Pros

- Strong magician class that rivals the Summoner.
- Black Magic makes an excellent secondary action ability for most warriors, as the skills are powerful without requiring many MP.

Cons

- Low HP totals leave this character vulnerable to enemy attack. Can be overcome using Equip Armor ability, however.

Thief



Requirements: Archer Level Two
Weapons: Knife
Helmet: Hat
Armor: Clothes

The Thief is one of those Job Classes with great skills but lousy stats. Playing as this character will remind you (painfully) of being a novice Squire at the beginning of the game. The Thief class wears the lightest armor and can use only a knife to defend itself, making it seem like a liability on the battlefield, despite its speed and increased movement radius. What it has in its favor, though, is its abilities. The Steal job set is one of the game's most useful and necessary if you want to get those rare items your team so deserves. It also gives you access to the Secret Hunt support skill, absolutely necessary to poach monster skins for the game's other rare items.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
4	4	9	25%	+	-	-	-

Steal

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Gil Taking	Character can steal gil from the enemy target.	1	1	1	—	Now	10	◆
Steal Heart	Charms enemy unit. Is revoked when unit takes damage. Adds: Charm.	3	1	—	—	Now	150	◆◆◆
Steal Helmet	Steal enemy's equipped helmet.	1	1	1	—	Now	350	◆◆
Steal Armor	Steal enemy's equipped armor.	1	1	1	—	Now	450	◆◆◆
Steal Shield	Steal enemy's equipped shield.	1	1	1	—	Now	350	◆◆
Steal Weapon	Steal enemy's equipped weapon.	1	1	1	—	Now	600	◆◆◆◆
Steal Accessory	Steal enemy's equipped accessory.	1	1	1	—	Now	500	◆◆◆◆
Steal Experience	Steal enemy's Experience.	1	1	1	—	Now	250	◆◆

Although you don't *have* to master this class, there are enough skills you'll want to pick up to make you think twice about it. The ability to steal weapons, armor and accessories is a must, because NPCs tend to wear items that are either rare or a level to two above yours.

Stealing equipment works just like breaking, except you end up with the piece in your inventory. Make it a habit to check out the opposition's equipment, especially at the beginning of the more pivotal battles.

In addition to Steal abilities, the Thief also gives you access to the Move +2 movement skill and the all-important Secret Hunt support skill. What you can't steal or find on the battlefield is often acquired from fur shops when you poach the pelts of certain monsters. When equipped with the Secret Hunt ability, a character only has to kill an enemy monster to "poach" the carcass and send it to a fur shop. The owners of these shops will turn the pelt into either a common or rare item and then sell it to you for half-price.

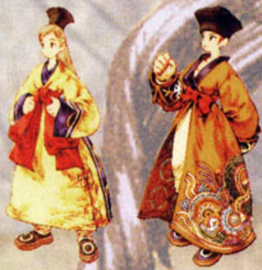
Pros

- Although not recommended in the real world, there are some items that you can acquire only through theft and poaching.
- The ability to charm enemy units using Steal Heart often evens out the enemy's advantage.
- Steal is one of the best secondary action abilities available to any Job Class.

Cons

- Low HP and AT strength makes this character somewhat worthless in later battles unless supported by Equip Armor or one of the more powerful weapon support skills.
- Theft must be done at close range and at the same height level to be effective.

Oracle



Requirements: Priest Level Two
Weapons: Stick, Rod, Staff, Dictionary
Helmet: Hat
Armor: Clothes, Robe

This member of the magician line has the most choice when it comes to weapons. Of them all, your best bet is to stay with the Stick variety. The Stick is one of two weapon types (the other is the Spear) with a two-panel attack radius. Using this weapon allows the Oracle to get closer to the front line without incurring much damage. If you tend to stay away from magic users because of their inactivity on the front line, consider this class.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	5%	-	+	-	+

Yin Yang Magic

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Blind	Blinding the enemy lowers its success rate at landing physical attacks. Adds: Darkness.	4	2	1	4	50	100	♦
Spell Absorb	Absorbs the target's MP and restores the character's own MP.	4	1	—	2	50	200	♦
Life Drain	Absorbs target's HP and restores the character's own HP.	4	1	—	16	50	350	♦♦
Pray Faith	Temporarily raises the target's Faith level to 100. Adds: Faith.	4	1	—	6	25	400	♦♦
Doubt Faith	Lowers Faith level to 0. Adds: Innocent.	4	1	—	6	25	400	♦♦♦
Zombie	Makes target undead and therefore unable to restore HP. Adds: Undead.	4	1	—	20	20	300	♦
Silence Song	Silences target, making it unable to cast spells. Adds: Silence.	4	2	1	16	34	170	♦♦♦
Blind Rage	Enrages target causing it to attack wildly and lowering its success rate. Adds: Berserk.	4	1	—	16	20	400	♦
Foxbird	Lowers Brave level by 10 points.	4	1	—	20	25	200	♦♦
Confusion Song	Makes target act unpredictably. Adds: Confusion.	4	1	—	20	20	400	♦
Dispel Magic	Cancels positive status effects. Cancels: Float, Reraise, Transparent, Regen, Protect, Shell, Haste, Faith, Reflect.	4	1	—	34	34	700	♦
Paralyze	Prevents target from taking action. Adds: Don't Act.	4	2	0	10	20	100	♦♦♦♦
Sleep	Puts target to sleep. Adds: Sleep.	4	2	1	24	17	350	♦♦
Petrify	Turns enemy into stone. Adds: Petrify.	4	1	—	16	12	600	♦♦

The Oracle's Yin Yang Magic action abilities are all status anomaly-related and are very similar to the Temple Knight's Magic Sword skills. This kind of magic is good for immobilizing enemy troops and draining their HP/MP. It's a good idea to consider equipping either Summon Magic or Black Magic as this character's secondary ability to give him or her a greater variety of offensive spells.

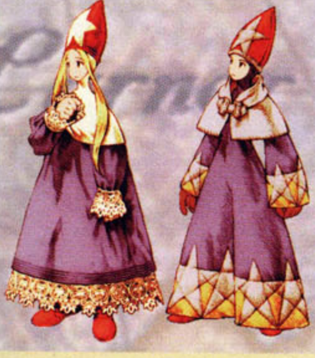
Pros

- ♦ The Yin Yang Magic skill set is rich in spells that cause negative status anomalies.
- ♦ Ability to equip Sticks makes this character more useful in hand-to-hand battle.

Cons

- ♦ Exactly how useful the ability to cast negative status anomalies is (other than Don't Move and Don't Act) is anyone's guess.

Time Mage



Requirements: Wizard Level Two
Weapons: Staff
Helmet: Hat
Armor: Clothes, Robe

The Time Mage is like any other magician except it excels at manipulating time. Although this is annoying in an enemy, the spells this class has available to it come in handy. The ability to hasten your characters actions and prevent those of the enemy can be a saving grace during some of the more uneven battles. Still, you'll want to combine this class with a more offensively oriented secondary action skill set to maximize its abilities on the battlefield.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	5%	-	+	-	+

Time Magic

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Haste	Increases target's speed. Adds: Haste.	3	2	0	8	50	100	◆◆◆◆
Haste 2	Increases target's speed. Adds: Haste.	3	2	3	30	15	550	◆
Slow	Decreases target's speed. Adds: Slow.	3	2	0	8	50	80	◆◆◆◆
Slow 2	Decreases target's speed. Adds: Slow.	3	2	3	30	15	520	◆
Stop	Prevents target from moving or attacking. Adds: Stop.	3	2	0	14	15	330	◆◆◆
Don't Move	Prevents target from moving. Adds: Don't Move.	3	2	1	10	34	100	◆◆◆
Float	Allows target to float 1 panel above ground. Adds: Float.	4	2	1	8	50	200	◆
Reflect	Allows target to reflect magic spells. Adds: Reflect.	4	1	—	12	50	300	◆
Quick	Increases speed of AT.	4	1	—	24	25	800	◆◆
Demi	Decreases target's max HP by 25%.	4	2	1	24	17	250	◆
Demi 2	Decreases target's max HP by 50%.	4	2	3	50	12	550	◆
Meteor	Causes a huge meteor to fall from the sky on top of the target.	4	4	3	70	8	1500	◆

When buying for this Job Class, stock up on Haste and the various immobilization spells. These will allow you to increase your teammates' speed and prevent your enemies' attacks, both helpful in the heat of battle. Another important skill to consider buying is the infamous Short Charge support ability. This hastens the time it takes for a character to cast a spell or any charged attack and is a must if you want to explore the more powerful, but time-consuming, spells.

Pros

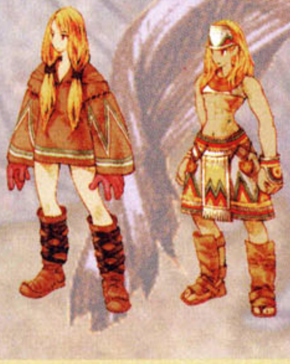
- Haste, Don't Move, and Stop spells are indispensable during certain stages of the game.
- The Time Mage's Teleport movement skill is a good thing to save up for. And its Short Charge support ability is a must for any magic user!
- Time Magic is a sturdy secondary action skill set.

Cons

- Low AT strength and HP totals leave it stuck at the back of the Attack Team.
- Lack of quick and powerful offensive skills make this character a hindrance in some battles.

Level Four Classes (Geomancer, Lancer, Mediator, Summoner)

Geomancer



Requirements: Monk Level Three
Weapons: Sword, Axe, Shield
Helmet: Hat
Armor: Clothes, Robe

The Geomancer class uses the earth's intrinsic magic to attack its foes. Because its magic attacks are keyed to terrain type, you must collect quite a few of its skills before its magic is available and reliable. Meantime, this sturdy character is also at home in melee combat. Its use of Swords and Axes, combined with its AT strength bonus, makes it a good front-line fighter as it continues to collect JP to buy Elemental attacks.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
4	3	8	10%	+	+	+	+

Elemental

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Pitfall	Effective on Natural Surface, Wasteland, Road. Adds: Don't Move.	5	2	0	—	Now	150	♦♦
Water Ball	Water Elemental attack effective on Waterway, River, Lake, Sea, Waterfall. Adds: Frog.	5	2	0	—	Now	150	♦♦
Hell Ivy	Effective on Grassland, Thicket, Water Plant, Ivy. Adds: Stop.	5	2	0	—	Now	150	♦♦♦
Carve Model	Effective on Gravel, Stone Floor, Stone Wall, Mud Wall, Tombstone. Adds: Petrify.	5	2	0	—	Now	150	♦♦♦
Local Quake	Earth Elemental attack effective on Rocky Cliff, Lava Rocks. Adds: Confusion.	5	2	0	—	Now	150	♦♦
Kamaitachi	Wind Elemental attack effective on Book, Tree, Brick, Bridge, Furniture, Iron Plate, Moss, Coffin. Adds: Don't Act.	5	2	0	—	Now	150	♦♦
Demon Fire	Fire Elemental attack effective on Wooden Floor, Rug, Box, Stairs, Deck. Adds: Sleep.	5	2	0	—	Now	150	♦♦
Quicksand	Water Elemental attack effective on Swamp, Marsh, Poisoned Marsh. Adds: Death Sentence.	5	2	0	—	Now	150	♦♦
Sand Storm	Wind Elemental attack effective on Sand Area, Stalactite, Salt. Adds: Darkness.	5	2	0	—	Now	150	♦♦
Blizzard	Ice Elemental attack effective on Snow, Ice. Adds: Silence.	5	2	0	—	Now	150	♦♦
Gusty Wind	Wind Elemental attack effective on Roof, Sky, Chimney. Adds: Slow.	5	2	0	—	Now	150	♦♦
Lava Ball	Fire Elemental attack effective on Lava, Machinery. Adds: Dead.	5	2	0	—	Now	150	♦♦

It's obvious from the foregoing ability descriptions that the Geomancer's attacks are highly reliant on the terrain the character is standing on. When choosing skills to buy, keep in mind the terrain you'll most likely encounter along the way. Good, all-purpose choices include Hell Ivy, Carve Model, and Water Ball. The Elemental skills also add status anomalies that can be beneficial in battle.

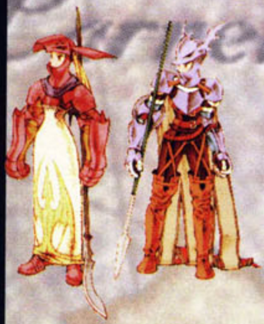
Pros

- Has access to powerful weapon types, making the Geomancer an active part of the Attack Team.
- Spells can do high HP damage and include nasty status anomalies.

Cons

- The spells' reliance on terrain type requires you to invest in many spells to keep the spells available on a reliable basis.

Lancer



Requirements: Thief Level Two
Weapons: Spear, Shield
Helmet: Helmet
Armor: Armor, Robe

The Lancer Job Class takes its action abilities from the attacks of Dragons, jumping up in the air to crush their enemies below. These attacks can do a lot of damage if timed correctly. Unfortunately, because there's no way to see when in the AT List the end of the attack will occur, luck plays too large a role in the attack's success. Still, Lancers are hearty fighters and can make use of the Spear weapon type, which has an attack radius of two panels.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	4	8	15%	+	-	+	-

Jump

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Level Jump2	Allows the character to jump two panels horizontally.	2	1	0	—	—	150	◆
Level Jump3	Allows the character to jump three panels horizontally.	3	1	0	—	—	300	◆
Level Jump4	Allows the character to jump four panels horizontally.	4	1	0	—	—	450	◆
Level Jump5	Allows the character to jump five panels horizontally.	5	1	0	—	—	600	◆
Level Jump8	Allows the character to jump eight panels horizontally.	8	1	0	—	—	900	◆◆
Vertical Jump 2	Allows the character to jump two panels vertically.	0	1	2	—	—	100	◆
Vertical Jump 3	Allows the character to jump three panels vertically.	0	1	3	—	—	200	◆
Vertical Jump 4	Allows the character to jump four panels vertically.	0	1	4	—	—	300	◆
Vertical Jump 5	Allows the character to jump five panels vertically.	0	1	5	—	—	400	◆
Vertical Jump 6	Allows the character to jump six panels vertically.	0	1	6	—	—	500	◆
Vertical Jump 7	Allows the character to jump seven panels vertically.	0	1	7	—	—	600	◆
Vertical Jump 8	Allows the character to jump eight panels vertically.	0	1	8	—	—	900	◆◆

For this Job Class, you're well-served to save up your JP until you can purchase Level Jump 8 and Vertical Jump 8. Buying the jump radii between is redundant and a waste of JP. If you don't plan on committing to this field, consider applying those JP toward purchasing the Ignore Height movement skill.

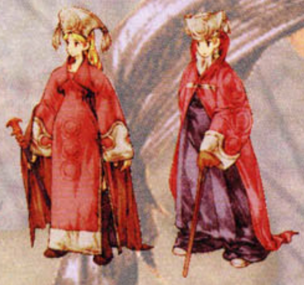
Pros

- This class's use of Heavy Armor and midranged Spear make it a nice alternative to the Knight class.
- Jump attacks can do a lot of damage if timed well.

Cons

- When planning a jump attack you have no access to the amount of time it will take to activate.

Mediator



Requirements: Oracle Level Two
Weapons: Gun, Knife
Helmet: Hat
Armor: Clothes, Robe

Mediators are a talkative bunch who fight through persuasion more than with brawn. This is good if you're interested in adding a few monsters to your army. The Mediator's Invitation skill is unique to this class and can come in very handy—especially if you're looking to reap the benefits of the poaching system. Some monster types, such as Uribo, Hyudra, and Behemoth, appear infrequently but their pelts offer great rewards. Inducing one of these into your party gives you the opportunity to breed the higher classes of that monster and increases your chance of acquiring certain items.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	5%	-	Same	-	-

Talk Skill

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Invitation	Turns an enemy into an ally. Adds: Invitation.	3	1	3	—	Now	100	✦✦✦✦
Persuade	Resets an enemy's CT count.	3	1	3	—	Now	100	✦
Praise	Raises target's Brave level by 4 points.	3	1	3	—	Now	200	✦✦✦✦
Threaten	Lowers target's Brave level by 20 points.	3	1	3	—	Now	200	✦
Preach	Raises target's Faith level by 4 points.	3	1	3	—	Now	200	✦✦✦✦
Solution	Lowers target's Faith level by 20 points.	3	1	3	—	Now	200	✦✦✦✦
Death Sentence	Sentences target to death. Adds: Death Sentence.	3	1	3	—	Now	500	✦
Negotiate	Receive Gil from enemy as tribute.	3	1	3	—	Now	100	✦
Insult	Character enrages enemy target, causing it to attack wildly, lowering its success rate. Adds: Berserk.	3	1	3	—	Now	300	✦✦
Mimic Daravon	Droning on like Professor Daravon puts the target to sleep. Adds: Sleep.	3	1	3	—	Now	300	✦✦

The Mediator's skills are a cross between the Thief's and the Oracle's. To raise monsters for use in battle you'll need Invitation, and this is the hallmark of the Mediator. Talk Skill also includes spells that will raise your character's Faith and Brave points over time. If your characters need this, you might want to have them spend some battle time in the Mediator's company.

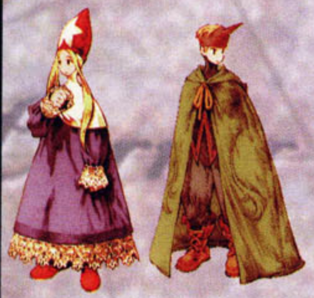
Pros

- The Mediator is the only one who can charm monsters into your party.
- Ability to equip a Gun makes this character a good long-distance fighter. You also can purchase the Equip Gun support skill with the JP you gain during your time in this job.

Cons

- Except for Invitation, the Talk Skill abilities are lackluster and hard to justify in the heat of battle.

Summoner



Requirements: Time Mage Level Two
Weapons: Rod, Staff
Helmet: Hat
Armor: Clothes, Robe

The Summoner is one of the game's most powerful magicians, with access to skills boasting high effect radii and damage quotients. That the spells are also magnificent to watch adds to the prestige of this class.

If you are going to invest in a magician, the Summoner might be a good choice. There are tradeoffs for all this power and beauty, however. Summon Magic spells are notoriously expensive and use a lot of time and MP to execute. And the Summoner faces the most severe HP and AT strength handicaps, next to the Bard, leaving this character always in need of protection.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	5%	-	+	-	+

Summon Magic

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Moogle	Restores a small amount of HP to allies.	4	3	2	8	34	110	♦♦
Shiva	Summons Ice Elemental to attack enemy units.	4	3	2	24	15	200	♦
Ramuh	Summons Lightning Elemental to attack enemy units.	4	3	2	24	15	200	♦
Ifrit	Summons Fire Elemental to attack enemy units.	4	3	2	24	15	200	♦
Titan	Summons Earth Elemental to attack enemy units.	4	3	2	30	8	220	♦♦
Golem	Golem shares ally's damage, allowing them to evade physical weapon damage.	—	All Allies	—	40	34	500	♦♦♦♦
Carbunkle	Summoned monster helps allied troops reflect magic spells. Adds: Reflect.	4	3	2	30	25	350	♦
Bahamut	Summoned monster attacks enemy with a blast of hot breath.	4	4	3	60	10	1200	♦♦
Odin	Summoned monster causes damage to enemy while riding its dragon-horse across the battlefield.	4	4	3	50	12	900	♦♦
Leviathan	Water Elemental attacks enemy units with tsunami.	4	4	3	48	12	850	♦
Salamander	Summoned Fire Elemental burns battlefield with flaming breath.	4	3	2	48	12	820	♦
Silf	Summoned monster silences enemy units. Adds: Silence.	4	3	2	26	20	400	♦
Fairy	Summoned fairy restores HP to ally's. Effect is more powerful than Moogle.	4	3	2	28	25	400	♦♦
Lich	Summoned Darkness Elemental drains off 50% of the enemy's HP.	4	3	2	40	12	600	♦
Cyclops	Summoned monster causes damage to enemy units by shaking up the battlefield.	4	3	2	62	12	1000	♦
Zodiac	Summoned monster attacks enemy units with a strong beam of star light. Must be learned from the Zodiac monster, Elidibs, on the 10th Level of the Deep Dungeon.	4	4	3	99	10	—	♦♦♦

The Summon Magic skill set features some of the most breathtaking and damaging spells in the magical corpus. Unfortunately they're expensive and use up more than their fair share of MP. It's indeed a shame you can't equip two support abilities at the same time or Short Charge and Half of MP would make the Summoner a dream come true! As it is, if you spend your JP wisely and equip the right support skills at the right times, you can turn the Summoner into an indispensable member of your Attack Team.

Spells to consider include the protective spell Golem, the powerful Bahamut, and the hard-to-acquire Zodiac. The latter is learned from the Serpentarius monster, Elidibs—if your Summoner can survive its extreme damage! The trick to this is having someone like Beowulf successfully cast Innocent, Doubt Faith, or Solution on the Summoner, lowering its Faith points and thus its susceptibility to magical damage, before it takes the brunt of the attack. In conjunction with the Short Charge support ability, this spell is very effective in the final battles.

Pros

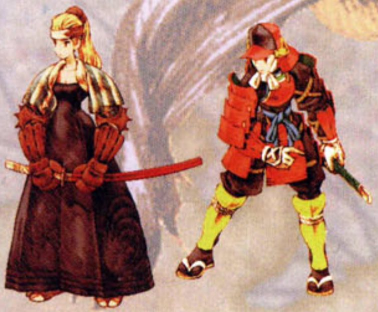
- With its MA strength and MP bonuses, the Summoner is one of the game's strongest magicians.
- Summon Magic spells are not only powerful, but feature large attack and effect radii.

Cons

- Having one of the largest HP and AT strength handicaps (next to the Bard) leaves this character vulnerable on the battlefield and in need of protection.
- Summoning monsters eats up a lot of MP and time, making it a shame you can't use both Short Charge and Half of Magic at the same time.

Combination Classes (Samurai, Ninja, Calculator, Dancer, Bard, Mime)

Samurai



Requirements: Knight Level Three; Monk Level Four; Lancer Level Two
Weapons: Katana
Helmet: Helmet
Armor: Armor, Robe

The Samurai class is one of the most well-balanced on the warrior career path. It's also one of the most expensive! This class is well-armored and can perform a variety of Draw attacks, from offensive to restorative. In this way, the Samurai is similar to the Monk class. However, to perform any of the class's action skills, the party must have at least one Katana for each spell learned within its inventory. I say more than one, because Katanas have a habit of breaking after attacks. Plus, you can't use an equipped Katana for a Draw Out spell unless another remains in your inventory. This is to safeguard your character from being left weaponless on the battlefield.

On the other hand, once you've filled your inventory with spare Katanas, anyone using the Draw Out skill set as either their primary or secondary action skill can use these weapons. The costs are worth it, as the Samurai makes a powerful addition to any Attack Team!

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	20%	+	Same	-	+

Draw Out

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Asura	The slashing of an invisible blade causes damage to enemy units.	1	3	3	—	Now	100	◆
Koutetsu	The wailing of a ghost causes damage to the enemy.	1	3	3	—	Now	180	◆
Bizen Boat	The whisper of the Katana's spirit causes MP damage to the enemy.	1	3	3	—	Now	260	◆
Murasame	The tears of the Katana's spirit restores HP of allied units.	1	3	3	—	Now	340	◆◆◆◆
Heaven's Cloud	Magic Katana attack causing damage to enemy units. Adds: Slow.	1	3	3	—	Now	420	◆
Kiyomori	Spirit in the Katana protects allied units, reducing physical and magic damage. Adds: Protect, Shell.	1	3	3	—	Now	500	◆◆◆◆
Muramasa	Ghosts from the Katana make the enemy act unpredictably and in some cases sentences them to death. Adds: Confusion, Death Sentence.	1	3	3	—	Now	580	◆◆◆
Kikuichimoji	Vengeful spirit makes a beeline toward the enemy.	4 directions	8	3	—	Now	660	◆◆
Masamune	Katana spirit gradually restores ally's HP and increases speed. Sword for attack must be stolen from Elmdor. Adds: Regen, Haste.	1	3	3	—	Now	740	◆◆◆
Chirijiraden	Powerful Katana attack that causes a blue flame to attack enemy units. Sword for attack must be found in the Deep Dungeon.	1	3	3	—	Now	820	◆◆◆

Draw Out skills range in effect from powerful offensive skills such as Muramasa, favorite of the Arc Knight Elmdor, to restorative and protective spells such as Murasame and Kiyomori. The best thing about these spells is that they have an effect range of three panels from the caster and can differentiate between allied and enemy units. This allows your Samurai to cast a healing spell on ailing members of the Attack Team who are surrounded by monsters, without undoing any of the damage they've done. The Samurai's offensive skills are also good for taking down several monsters at once.

Because the Samurai's HP handicap is offset by the HP bonuses heavy armor and helmets provide, you can march this unit into the enemy's midst without much fear.

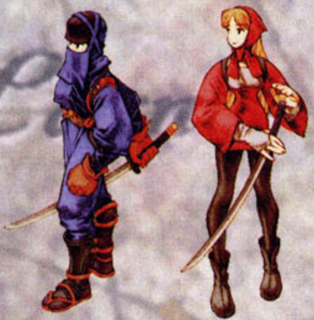
Pros

- The Draw Out skill set features a wide variety of attack types, from offensive to restorative.
- The ability to wear heavy armor makes this class a natural for fighting on the front line.
- Draw spells have a large effect radius and can distinguish between enemy and allied units.

Cons

- Having to keep a lot of Katanas in your inventory makes this the most expensive Job Class.
- The ability to cast the most powerful spells of this class hinges on your ability to locate the rare swords they're based on.

Ninja



Requirements: Archer Level Three; Thief Level Four; Geomancer Level Two
Weapons: Knife, Ninja Sword, Hammer
Helmet: Hat
Armor: Clothes

The Ninja is one of *Final Fantasy Tactics'* most delightful Job Classes. To begin with, the Ninja class is fast and starts with higher-than-average movement, jump, and evade stats. These enable it to rush up to the front lines of battle, it will hit you—and hopefully the enemy—with its next surprise—its double weapon attacks.

The weapon of choice for this class is the Ninja Sword as it delivers the most damage. Of course, in return for this attack prowess, the class suffers from an extreme HP deficiency. That can be remedied by equipping the cure-all Equip Armor ability. Besides the double weapon attacks (which can be integrated into other Job Classes with the Two Swords support skill), this class also features the Throw skill set, which allows this character to hurl shuriken, balls, and other items from a safe distance.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
4	4	10	30%	+	Same	-	-

Throw

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Shuriken	Allows the character to throw Shuriken.	—	—	—	—	Now	50	♦♦♦♦
Ball	Allows the character to throw an Elemental Ball.	—	—	—	—	Now	70	♦♦♦♦
Knife	Allows the character to throw Knives.	—	—	—	—	Now	100	♦
Sword	Allows the character to throw Swords.	—	—	—	—	Now	100	♦
Hammer	Allows the character to throw Hammers.	—	—	—	—	Now	100	♦
Katana	Allows the character to throw Katanas.	—	—	—	—	Now	100	♦
Ninja Sword	Allows the character to throw Ninja Swords.	—	—	—	—	Now	100	♦
Axe	Allows the character to throw Axes.	—	—	—	—	Now	120	♦
Spear	Allows the character to throw Spears.	—	—	—	—	Now	100	♦
Stick	Allows the character to throw Sticks.	—	—	—	—	Now	100	♦
Knight Sword	Allows the character to throw Knight Swords.	—	—	—	—	Now	100	♦
Dictionary	Allows the character to throw a Dictionary.	—	—	—	—	Now	100	♦

The most important skills in this class are the Shuriken and Ball skills and the Two Swords support ability. You can purchase the rest as you see fit. The ability to throw items elevates this action skill set into the limelight as a good secondary attack skill for the AT strength impaired. Shuriken do 50 to 100 HP of damage and have a large attack range.

If you're thinking about purchasing the ability to throw other weapons, think twice. Rarely will a thrown weapon do enough damage to offset its resale value at a shop. Besides, one slip of the controller and you might end up tossing that Knight Sword you sought for so hard.

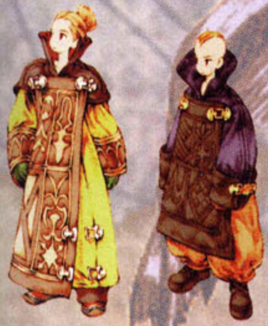
Pros

- High speed and movement ratings along with double weapon attacks make this character a powerhouse on the battlefield!
- Two Swords support ability is a must-have for any warrior!
- Throw skill set is a good choice as an offensive secondary action ability for almost any Job Class.

Cons

- Low HP totals put the character at risk on the front line.

Calculator



Requirements: Priest Level Four; Wizard Level Four; Time Mage Level Three; Oracle Level Three
Weapons: Stick, Dictionary
Helmet: Hat
Armor: Clothes, Robe

The Calculator is a strange Job Class. It uses a variety of parameters and the spells learned in Priest, Wizard, Time Mage, and Oracle classes to numerically calculate and determine its targets. These calculations, depending on the object and multiple chosen, can effect either a large group of units or none. Keep in mind, however, that magic doesn't discriminate between enemy and ally, and neither does the Calculator.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	4	5%	-	-	-	Same

Math Skill

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
CT	Calculate CT.	—	—	—	—	—	250	♦♦♦
Level	Calculate level.	—	—	—	—	—	350	♦♦♦
Exp	Calculate Exp.	—	—	—	—	—	200	♦♦♦
Height	Calculate height.	—	—	—	—	—	250	♦♦♦
Prime Number	Guides selected calculations by prime number (any number divisible only by 1 or itself).	—	—	—	—	—	300	♦♦♦
5	Guides selected calculations by multiples of 5.	—	—	—	—	—	200	♦♦♦
4	Guides selected calculations by multiples of 4.	—	—	—	—	—	400	♦♦♦
3	Guides selected calculations by multiples of 3.	—	—	—	—	—	600	♦♦♦

This Job Class is basically worthless unless you purchase all the Math Skill abilities. At the very least you'll need to purchase one object of calculation (CT, Level, Experience or Height) and one of the multiples (Prime Number, 5, 4, 3) to perform a crude calculation. The Calculator's skill works this way: You choose a spell from your repertoire, and an object to calculate targets by, and a multiple. For example, choosing Bolt 3 as your spell, CT as the object, and 3 as the multiple causes you to cast a Bolt 3 spell against every unit on the board whose charge time is a multiple of three.

There are pros and cons to performing magic this way, as you can imagine. Because the calculations don't exempt allied units, the spells you cast can and will affect all the calculated targets regardless of allegiance. On the positive side, when you do find a calculation that works, the spell is executed immediately and without MP cost. At last! A reason to buy those slow-but-powerful upper-level spells.

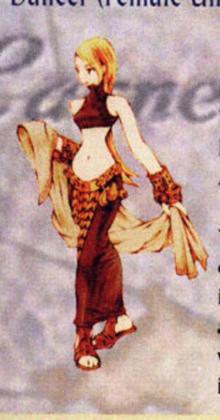
Pros

- Calculated spells are executed immediately and without MP cost.
- Can effect a large group of units.

Cons

- Calculators have an extraordinary handicap in Speed and HP totals.
- Calculated magic ignores unit allegiance and casts spells on both allies and enemies.
- Requires a lot of time and patience to build JP levels to the point where you can buy an effective amount of Math Skill abilities. Also, an extensive library of spells should already be at the character's disposal before embarking on this career.

Dancer (Female Units Only)



Requirements: Geomancer Level Four; Lancer Level Four
Weapons: Knife, Cloth
Helmet: Hat
Armor: Clothes

Your reward for training a female unit in the ways of the warrior is access to the Dancer Job Class. This class is noted for its ability to cast spells that effect all enemy units on the battlefield. This sounds great in theory, but the result is a little disappointing. Spells that cause HP/MP damage do very little, indeed, and work randomly. When you factor in the Dancer's severe HP handicap, you can't help but wonder why you fought so hard for this privileged Job Class. Well, the rewards (and there are rewards) are found in the class's reaction abilities, which help ease the handicap your female warriors toil under.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	5%	+	+	-	-

Dance

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Witch Hunt	Causes MP damage to all enemy units on the battlefield.	1	All Enemies	—	—	17	100	♦
Wiznaibus	Causes HP damage to all enemy units on the battlefield.	1	All Enemies	—	—	17	100	♦
Slow Dance	Lowers enemy's Speed level.	1	All enemies	—	—	13	100	♦♦♦
Polka Polka	Lowers enemy's physical attack power.	1	All Enemies	—	—	13	100	♦♦
Disillusion	Lowers enemy's magic attack power.	1	All Enemies	—	—	10	100	♦
Nameless Dance	Dance causes various abnormal statuses to all enemy units on the field. Adds: Darkness, Confusion, Silence, Frog, Poison, Slow, Stop, Sleep.	1	All Enemies	—	—	10	100	♦♦♦♦
Last Dance	Lowers enemy's CT count to zero.	1	All Enemies	—	—	5	100	♦♦

When choosing action abilities from this class, your best bet is to stick with the ones that cause reductions in speed and attack power and cause negative status anomalies. All three are guaranteed to be troublesome even when they don't affect all the enemy troops. When you first cast a Dance spell, the Dancer will go into auto-mode and continue performing at the appropriate CT intervals until you change her attack during her next AT.

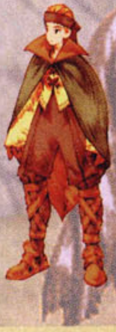
Pros

- ♦ Spells affect all enemy units on the board and are fun to watch.
- ♦ Although the action abilities aren't that great, the Dancer's reaction skills are good purchases for your female soldiers.

Cons

- ♦ Low HP totals force this character to retreat to safety. Fortunately, her attacks aren't hindered by attack/effect radii!

Bard (Male Units Only)



Requirements: Summoner Level Four; Mediator Level Four
Weapons: Musical Instrument
Helmet: Hat
Armor: Clothes

The Bard's attack skills are similar to the Dancer's except they affect all allied units on the board instead of the enemies. The effect is very cool to watch, but most of the Sing skills are pretty weak and worthless, making the best thing this Job Class offers the ability to earn the movement skill Move +3. Should you decide this is a worthy goal, try to beef up the Bard's HP deficit with the Equip Armor support skill and keep him out of harm's way.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	5%	-	+	-	-

Sing

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Angel Song	Restores MP to all allied units on the field.	0	All allies	—	—	17	100	✦
Life Song	Restores a small amount of HP to all allied units on the field.	0	All Allies	—	—	17	100	✦✦
Cheer Song	Raises the Speed level of all allied units.	0	All allies	—	—	13	100	✦✦✦✦
Battle Song	Raises the physical attack power of all allied units.	0	All Allies	—	—	13	100	✦✦✦
Magic song	Raises the magic attack power of all allied units.	0	All Allies	—	—	10	100	✦
Nameless Song	Song causes various positive status effects. Adds: Reraise, Regen, Protect, Shell, Haste.	0	All Allies	—	—	10	100	✦✦
Last Song	Raises ally's CT count to 100.	0	All Allies	—	—	5	100	✦

Cheer Song and Battle Song are the best spells the Bard can use on the battlefield, as they can raise all your characters' AT strength and Speed. If you're using a more magically inclined group, the skill Magic Song may be more attuned to your needs. Another good skill to consider is Nameless Song, which casts random positive status anomalies on your Attack Team.

Keep in mind when you cast these spells that the Bard will go into auto-mode and cast them whenever the CT gauge permits. During his next AT you can choose to end his performance or let him continue to entertain your troops.

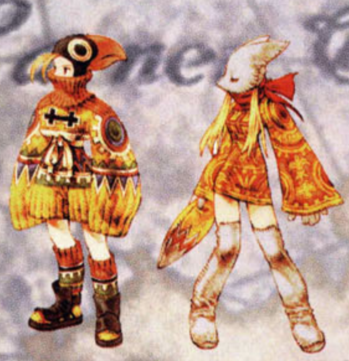
Pros

- ✦ Spells affect all allied units on the battlefield and are fun to watch.
- ✦ Move +3 is a great movement ability to have at your disposal.

Cons

- ✦ Low HP totals make this character very susceptible to enemy attacks and necessitate he be kept far from the front line.

Mime (Mimic)



Requirements: Squire Level Eight; Chemist Level Eight; Geomancer Level Four; Lancer Level Four; Mediator Level Four; Summoner Level Four
Weapons: None
Helmet: None
Armor: None

The Mime character is your reward for fully training a member of your army. This class is unusual for more than one reason. First, the Mime wears no armor and bears no weapon. It has no Job Class and can't equip secondary abilities. What it has that no other class has is the ability to mimic the other characters' actions. If a character on your Attack Team uses an X-Potion, it will too. If a Ninja attacks the enemy unit in front of it, the Mime will follow suit.

And therein lies the problem with this class. You have to be very careful where you place this unit on the battlefield and how you then attack with your other team members. If you attack an enemy one panel in front of you, the Mime will attack one panel in front of it. This works well if there's an enemy standing in that spot, but not if the panel is empty or filled with an allied unit. Used with care, discretion, and creativity, the Mime will show off its extreme power and strength. If you aren't careful, however, its power will go to waste.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
4	4	10	5%	+	+	+	-

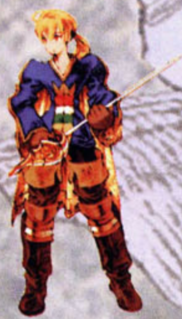
Special Classes for Special People

All the human NPCs who join your army as a guest or member have special Job Classes that are both unique and familiar. Each class is based on the Squire class and shares the same reaction, support, and movement skills, as well as position in the job hierarchy. Its action abilities, however, are unique to its Job Class and reflect the character's position in the game. Furthermore, each of these NPC classes contains bonuses that make it difficult to rationalize training a character in the regular Job Classes!

> **NOTE**
>
> Several NPCs who join your party aren't human and don't fall under the usual Job Class rules. These characters (Reis the Holy Dragon, Worker 8, and the Byblos from the Deep Dungeon) are treated in the game as crosses between allied monsters and normal characters. When they arrive in your party, they'll already have mastered their respective classes and you'll be unable to make changes to their ability settings, as with your monster units. However, in battle you can control them and choose between normal physical attacks and their unique action skills, as you would with your human characters.

Playable NPCs & Ramza

Squire (Ramza)



Weapons: Knife, Sword, Knight Sword, Hammer, Shield
Helmets: Helmet, Hat
Armor: Clothes, Armor

As the hero of our story, Ramza has a few extra abilities that make him stand out from the rest of the Squire class. To begin with, his action abilities (now called "Guts" instead of "Basic Skills") include not only the usual Squire skills, but a few extras appropriate for his leadership role. His ability to equip a variety of weapons and armor types allows him tremendous flexibility when choosing equipment, because he can mix the HP bonuses of heavy armor with some of the speed and strength attributes of the other equipment classes. The boost he receives in HP, speed, and AT strength combine with the rest to make this the pre-eminent Job Class for him, especially during Chapter Four.

Baseline Statistics

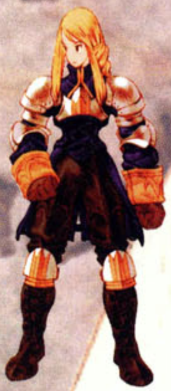
Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
4	3	10	10%	+	+	+	+

Guts

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Yell	Raises speed by 1 point.	3	1	—	—	Now	200	◆◆
Wish	Character offers his own HP to the target, doubling the target's HP.	1	1	3	—	Now	0	◆
Cheer Up	Raises Brave level by 5 points. Available in Chapter Two.	—	—	—	—	Now	200	◆◆◆◆
Scream	Raises character's own Brave level, Speed level, Physical and Magic attack powers. Available in Chapter Four.	0	—	—	—	Now	500	◆◆◆
Ultima	Powerful magic attack that must be learned from either the assassins, Celia and Lede, or an Ultima Demon when cast on the character. This is possible only during Chapter Four.	4	2	1	10	20	0	◆◆◆◆

Another character who makes use of the Guts action skills is Delita, in Chapter One.

Holy Knight (Agrias)



Weapons: Sword, Knight Sword, Bag, Shield
Helmet: Helmet, Ribbon
Armor: Armor, Robe

Agrias joins your party first as a guest and then as a full-time member. She's one of the most powerful characters you'll have at your disposal during Chapters Two and Three, so take good care of her. Although her baseline statistics don't improve much on the average, her AT strength and HP base is higher than most female characters and her Holy Sword attacks tend to be more powerful than most of your party's at the time. Not only do these sword spells do a lot of HP damage to enemy units (especially as you continue to upgrade to more powerful swords), they can also add negative status anomalies such as Stop, Death Sentence, and Silence. Furthermore, these attacks have a decent range, allowing Agrias to support the attack team while not putting herself at risk on the front line. Due to the power of her Holy Sword skills, you might want to invest in the Knight's support ability, Equip Sword, so you can set them as her secondary action skill when training her in a class that doesn't allow use of a sword.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	25%	+	+	+	+

Holy Sword (Requires Sword or Knight Sword to execute)

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Stasis Sword	Basic Holy Elemental Sword attack. Adds: Stop.	2	2	0	—	Now	100	◆◆◆
Split Punch	Holy Elemental Sword attack. Adds: Death Sentence.	3	1	2	—	Now	400	◆
Crush Punch	Holy Elemental Sword attack. Adds: Dead.	3	1	1	—	Now	500	◆
Lightning Stab	Powerful Lightning Elemental Sword attack. Adds: Silence.	3	2	1	—	Now	700	◆◆◆◆
Holy Explosion	Powerful Holy Elemental Sword attack with a long effect radius. Adds: Confusion.	5	5	2	—	Now	800	◆◆◆

Other users of the Holy Sword skills include Delita (Chapters Two and Four) and Wiegraf, the White Knight.

Engineer (Mustadio)

Weapons: Gun
Helmet: Hat
Armor: Clothes

Mustadio may seem weak when you first pick him up, but don't be misled by his stats. His Snipe skills, which allow him to immobilize enemy units, make him a very useful member of the attack team. Furthermore, this ability class is unlimited by any weapon class, so Mustadio can equip any weapon and still use these skills. You can train him to be almost anything, but if you prefer to keep a gun in his hand, Mustadio makes a great Chemist. The Item action abilities are a nice contrast to the power and range of his gun-based sniping attacks.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	4	10	18%	-	-	+	-

Snipe

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Leg Aim	Prevents target from moving. Adds: Don't Move.	Depends on weapon.	0	—	—	Now	200	♦♦♦♦
Arm Aim	Prevents target from attacking. Adds: Don't Act.	Depends on weapon.	0	—	—	Now	300	♦♦♦♦
Seal Evil	Turns target into stone. Adds: Petrify.	Depends on weapon.	0	—	—	Now	200	♦♦

Other NPC Engineers include Balk.

Heaven and Hell Knights (Rafa and Malak)

Weapons: Staff, Stick, Bag (Rafa only)
Helmet: Hat, Ribbon (Rafa only)
Armor: Clothes, Robe

As the last practitioners of a dying race, Rafa and Malak are a contradictory team. Such are the powers of the Heaven and Hell Knight. From their Brave and Faith points to the effects of their powers, in almost every aspect these two are exact opposites. Although not the strongest fighters in your retinue, their magic is quite powerful, emitting random bursts of energy within the spell's effect radius. When a spell of theirs targets an enemy unit successfully, it can hit with up to six bursts of elemental-based explosions guaranteed to cause more than a little damage. Of course, when the spell strikes every other panel but the enemy's ...

Baseline Statistics, Rafa

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	10	10%	-	+	-	+

Baseline Statistics, Malak

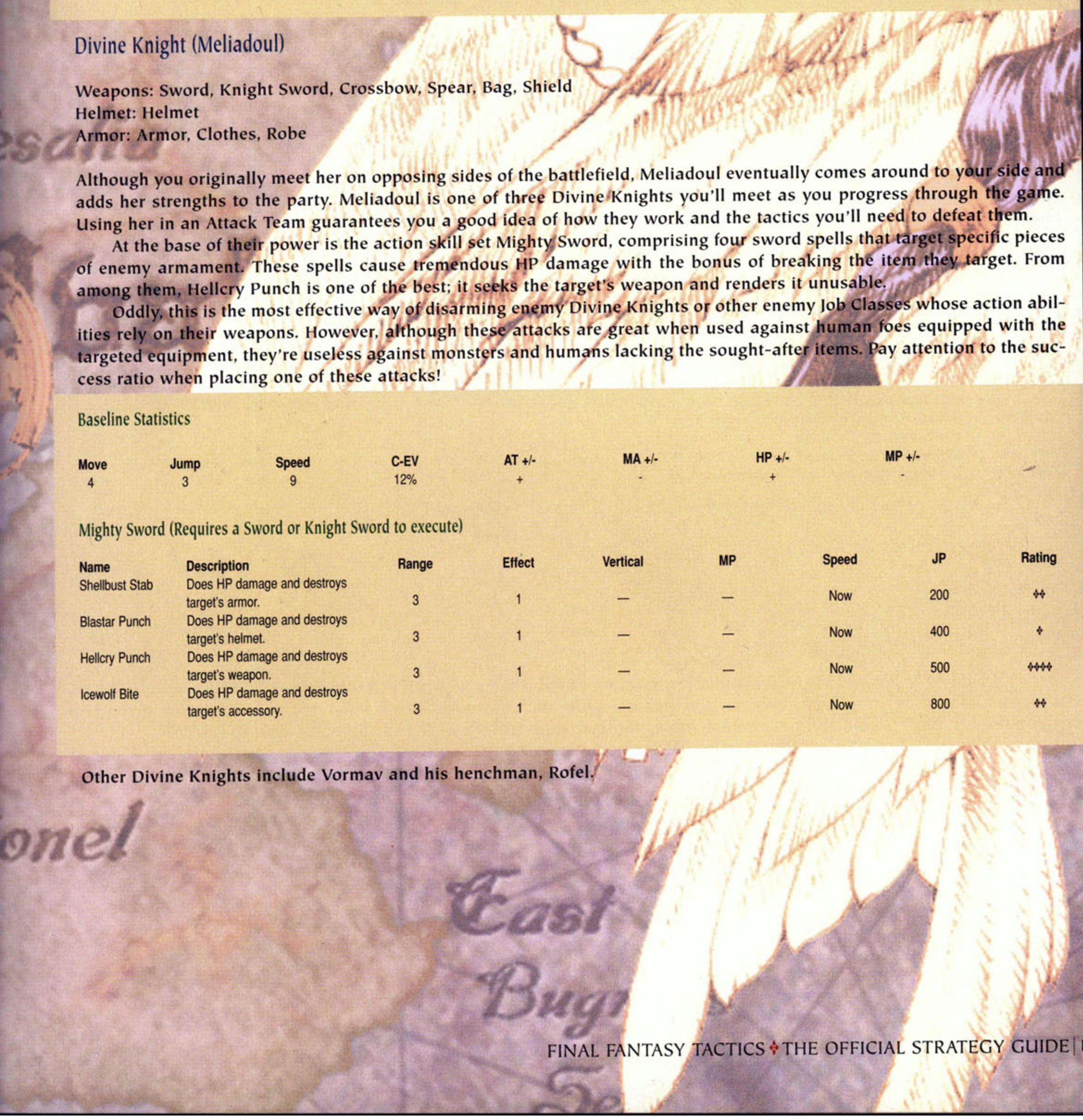
Move	ump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
4	3	9	8%	+	-	+	+

Truth

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Heaven Thunder	Lightning magic randomly attacks targets within effect range.	4	2	3	—	34	0	♦♦♦
Asura	Fire magic randomly attacks targets within effect range.	4	2	3	—	25	200	♦♦
Diamond Sword	Wind magic randomly attacks targets within effect range.	4	2	3	—	20	300	♦
Hydragon Pit	Water magic randomly attacks targets within effect range.	4	2	3	—	17	400	♦♦
Space Storage	Magic randomly attacks targets within effect range causing various abnormal statuses. Adds: Darkness, Confusion, Silence, Frog, Poison, Slow, Sleep.	4	2	3	—	20	500	♦♦♦
Sky Demon	Earth magic randomly attacks targets within effect range.	4	2	3	—	15	600	♦

Untruth

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Heaven Bolt Back	Lightning magic randomly attacks targets within effect range.	4	2	3	—	34	0	◆◆◆
Asura Back	Fire magic randomly attacks targets within effect range.	4	2	3	—	25	200	◆◆
Diamond Sword Back	Wind magic randomly attacks targets within effect range.	4	2	3	—	20	300	◆
Dragon Pit Back	Water magic randomly attacks targets within effect range.	4	2	3	—	17	400	◆◆
Space Storage Back	Magic randomly attacks targets within effect range causing various abnormal statuses. Adds: Darkness, Confusion, Silence, Frog, Poison, Slow, Sleep.	4	2	3	—	20	500	◆◆◆
Sky Demon Back	Earth magic randomly attacks targets within effect range.	4	2	3	—	15	600	◆



Divine Knight (Meliadoul)

Weapons: Sword, Knight Sword, Crossbow, Spear, Bag, Shield
Helmet: Helmet
Armor: Armor, Clothes, Robe

Although you originally meet her on opposing sides of the battlefield, Meliadoul eventually comes around to your side and adds her strengths to the party. Meliadoul is one of three Divine Knights you'll meet as you progress through the game. Using her in an Attack Team guarantees you a good idea of how they work and the tactics you'll need to defeat them.

At the base of their power is the action skill set Mighty Sword, comprising four sword spells that target specific pieces of enemy armament. These spells cause tremendous HP damage with the bonus of breaking the item they target. From among them, Hellcry Punch is one of the best; it seeks the target's weapon and renders it unusable.

Oddly, this is the most effective way of disarming enemy Divine Knights or other enemy Job Classes whose action abilities rely on their weapons. However, although these attacks are great when used against human foes equipped with the targeted equipment, they're useless against monsters and humans lacking the sought-after items. Pay attention to the success ratio when placing one of these attacks!

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
4	3	9	12%	+	-	+	-

Mighty Sword (Requires a Sword or Knight Sword to execute)

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Shellbust Stab	Does HP damage and destroys target's armor.	3	1	—	—	Now	200	◆◆
Blastar Punch	Does HP damage and destroys target's helmet.	3	1	—	—	Now	400	◆
Hellcry Punch	Does HP damage and destroys target's weapon.	3	1	—	—	Now	500	◆◆◆◆
Icewolf Bite	Does HP damage and destroys target's accessory.	3	1	—	—	Now	800	◆◆

Other Divine Knights include Vormav and his henchman, Rofel.

Holy Swordsman (Orlandu, a.k.a. T.G. Cid)

Weapons: Ninja Sword, Sword, Knight Sword, Katana, Shield
Helmet: Helmet, Hat
Armor: Armor, Clothes, Robe

The day the famous Thunder God Cid joins your party is one to celebrate. This veteran warrior has maxed-out stats in most fields and comes equipped with the strongest armor available and one of the rarest swords. Although it may seem like a good idea to move his Excalibur Sword over to Ramza, its Haste attribute is highly compatible with Orlandu's ability to inflict grievous bodily harm on almost every type of enemy. Not only does this Knight sword pack a wallop, but it also makes his AT turn come around faster with each passing round—a bonus during some of the latter battles!

If Excalibur weren't enough, Orlandu is a practitioner of all of the major sword spells (Holy, Dark, and Mighty Sword) and executes them to amazing effect. A Stasis Sword attack, which inflicts 150 HP of damage when performed by Agrias, will do twice the damage in Orlandu's capable hands. Make it a priority to buy the Gained JP Up support skill so you'll have an easier time gathering the JP you need to pick up his remaining sword skills!

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
4	3	10	20%	+	+	+	+

All Swordskill (Requires a Sword or Knight Sword to execute)

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Stasis Sword	Basic Holy Elemental Sword attack. Adds: Stop.	2	2	0	—	Now	100	◆◆◆
Split Punch	Holy Elemental Sword attack. Adds: Death Sentence.	3	1	2	—	Now	400	◆
Crush Punch	Holy Elemental Sword attack. Adds: Dead.	3	1	1	—	Now	500	◆
Lightning Stab	Powerful Lightning Elemental Sword attack. Adds: Silence.	3	2	1	—	Now	700	◆◆◆◆
Holy Explosion	Powerful Holy Elemental Sword attack with a long effect radius. Adds: Confusion.	5	5	2	—	Now	800	◆◆◆
Shellbust Stab	Sword spell that does HP damage and destroys target's armor.	3	1	—	—	Now	200	◆◆
Blastar Punch	Sword spell that does HP damage and destroys target's helmet.	3	1	—	—	Now	400	◆
Hellcry Punch	Sword spell that does HP damage and destroys target's weapon.	3	1	—	—	Now	500	◆◆◆◆
Icewolf Bite	Sword spell that does HP damage and destroys t arget's accessory.	3	1	—	—	Now	800	◆◆
Dark Sword	Darkness Elemental Sword spell that absorbs target's MP.	3	1	—	—	Now	500	◆◆
Night Sword	Darkness Elemental Sword spell that absorbs target's HP.	3	1	—	—	Now	100	◆◆◆◆

Temple Knight (Beowulf)

Weapons: Knife, Sword, Knight Sword, Shield
Helmet: Helmet
Armor: Armor, Robe

Beowulf joins your party at the beginning of the quest for Cloud when you go off to battle the brigands in the Goland Coal City. He's almost as powerful as Orlandu and makes a great addition to the Attack Team. His physical attack strength is high, and his Magic Sword abilities come in handy for their variety of draining and immobilization spells.

Make sure you have Ether potions on hand or save enough MP to perform an Aspel MP drain attack before he runs out of MP, or you'll find yourself bereft of his skills. Beowulf is especially handy in the Deep Dungeon, where his ability to perform Sleep and Don't Act spells buys your party time to treasure-hunt and search for those hidden doorways!

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
4	3	9	14%	+	+	+	+

Magic Sword (Requires a Sword or Knight Sword to execute)

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Blind	Lowers target's success rate with physical attacks. Adds: Darkness.	4	1	—	6	Now	50	✦
Aspel	Absorbs target's MP and restores own.	4	1	—	2	Now	100	✦✦
Drain	Absorbs target's HP and restores own.	4	1	—	12	Now	180	✦✦✦✦
Faith	Temporarily raises Faith level to 100. Adds: Faith.	4	1	—	10	Now	200	✦
Innocent	Lowers Faith level to 0. Adds: Innocent.	4	1	—	10	Now	200	✦
Zombie	Prevents target from restoring HP. Adds: Undead.	4	1	—	14	Now	150	✦
Silence	Prevents target from casting magic. Adds: Silence.	4	1	—	16	Now	90	✦✦✦
Berserk	Causes target to attack wildly, lowering its success rate. Adds: Berserk.	4	1	—	16	Now	200	✦
Chicken	Lowers Brave level by 50 points.	4	1	—	12	Now	500	✦✦✦✦
Confuse	Causes target to act unpredictably. Adds: Confusion.	4	1	—	14	Now	200	✦
Despair	Cancels target's positive status effects. Cancels: Float, Reraise, Transparent, Regen, Protect, Shell, Haste, Faith, Reflect.	4	1	—	20	Now	300	✦
Don't Act	Prevents target from attacking. Adds: Don't Act.	4	1	—	14	Now	50	✦✦✦✦
Sleep	Causes target to be inactive. This is great for characters who are immune to Don't Act. Adds: Sleep.	4	1	—	20	Now	170	✦✦✦✦
Break	Turns target into stone. Adds: Petrify.	4	1	—	24	Now	300	✦✦✦
Shock!	The more damage you receive, the more damage you can inflict on target.	8	1	—	20	Now	600	✦

Holy Dragon (Reis)

Reis joins your party at the end of the Goland Coal City battles when you rescue it from the clutches of an evil Archaic Demon. Apparently, it and Beowulf are good friends, and you'll want to have it join up when it offers (there are benefits later!). It's a good team member in battles that don't involve passage through water. Its breath attacks and tail counter can be deadly.

Keep in mind, however, that when it joins your party it has already mastered its abilities and you'll be unable to set new ones.

Baseline Statistics

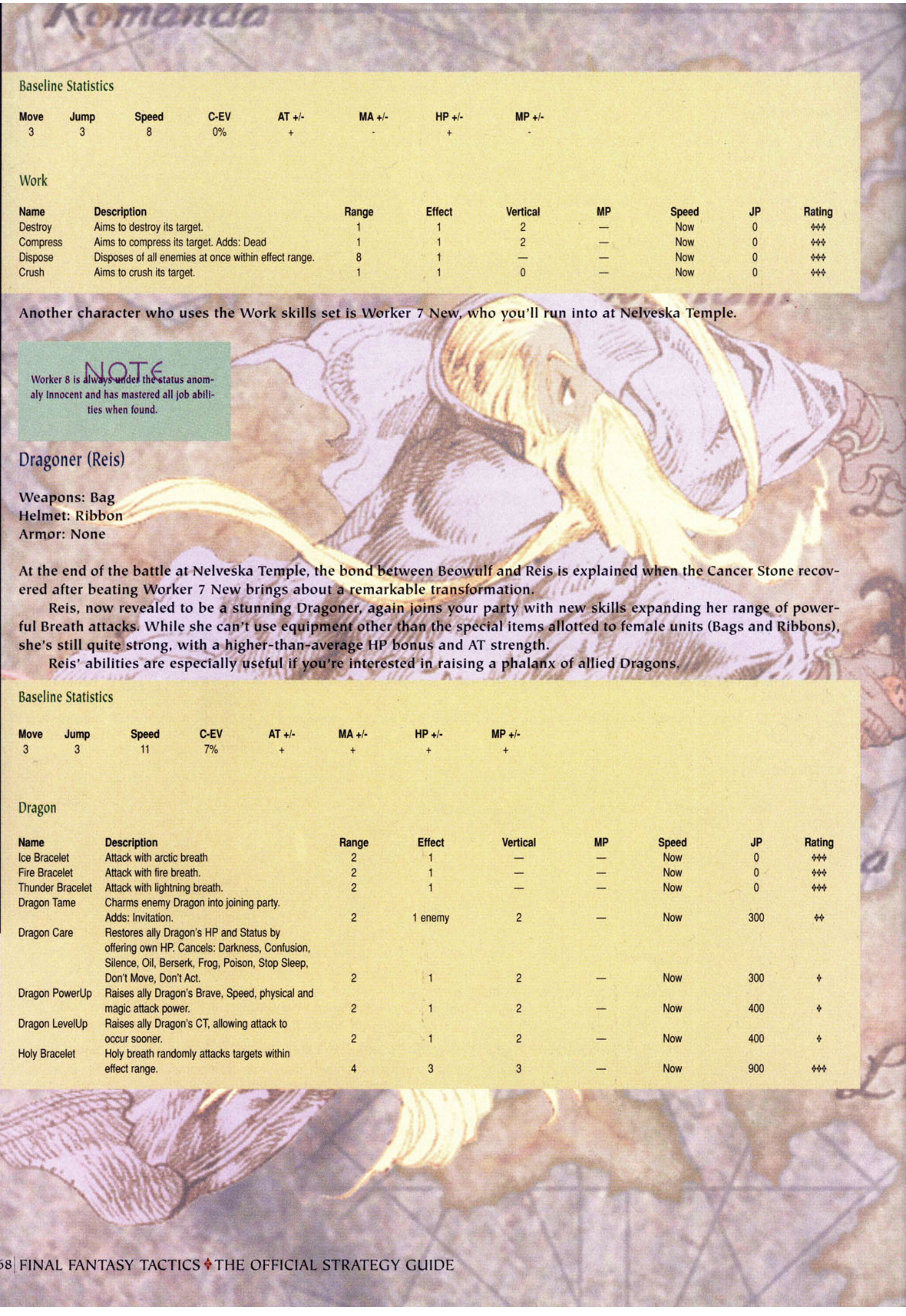
Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
5	3	9	5%	+	+	+	-

Breath

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Ice Bracelet	Attack with arctic breath.	2	1	—	—	Now	0	✦✦✦
Fire Bracelet	Attack with fire breath.	2	1	—	—	Now	0	✦✦✦
Thunder Bracelet	Attack with lightning breath.	2	1	—	—	Now	0	✦✦✦

Steel Giant (Worker 8)

The Steel Giant, Worker 8, joins your party after you resurrect its machinery using the Aquarius Stone. It's a powerful robot who attacks enemies with its mechanical brawn. However, each attack from its Work skill set causes it to lose a small amount of HP. When it joins the party, it's already mastered its skill sets and is permanently afflicted with the Innocent status anomaly.



Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	8	0%	+	-	+	-

Work

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Destroy	Aims to destroy its target.	1	1	2	—	Now	0	♦♦♦
Compress	Aims to compress its target. Adds: Dead	1	1	2	—	Now	0	♦♦♦
Dispose	Disposes of all enemies at once within effect range.	8	1	—	—	Now	0	♦♦♦
Crush	Aims to crush its target.	1	1	0	—	Now	0	♦♦♦

Another character who uses the Work skills set is Worker 7 New, who you'll run into at Nelveska Temple.

NOTE

Worker 8 is always under the status anomaly Innocent and has mastered all job abilities when found.

Dragoner (Reis)

Weapons: Bag
Helmet: Ribbon
Armor: None

At the end of the battle at Nelveska Temple, the bond between Beowulf and Reis is explained when the Cancer Stone recovered after beating Worker 7 New brings about a remarkable transformation.

Reis, now revealed to be a stunning Dragoner, again joins your party with new skills expanding her range of powerful Breath attacks. While she can't use equipment other than the special items allotted to female units (Bags and Ribbons), she's still quite strong, with a higher-than-average HP bonus and AT strength.

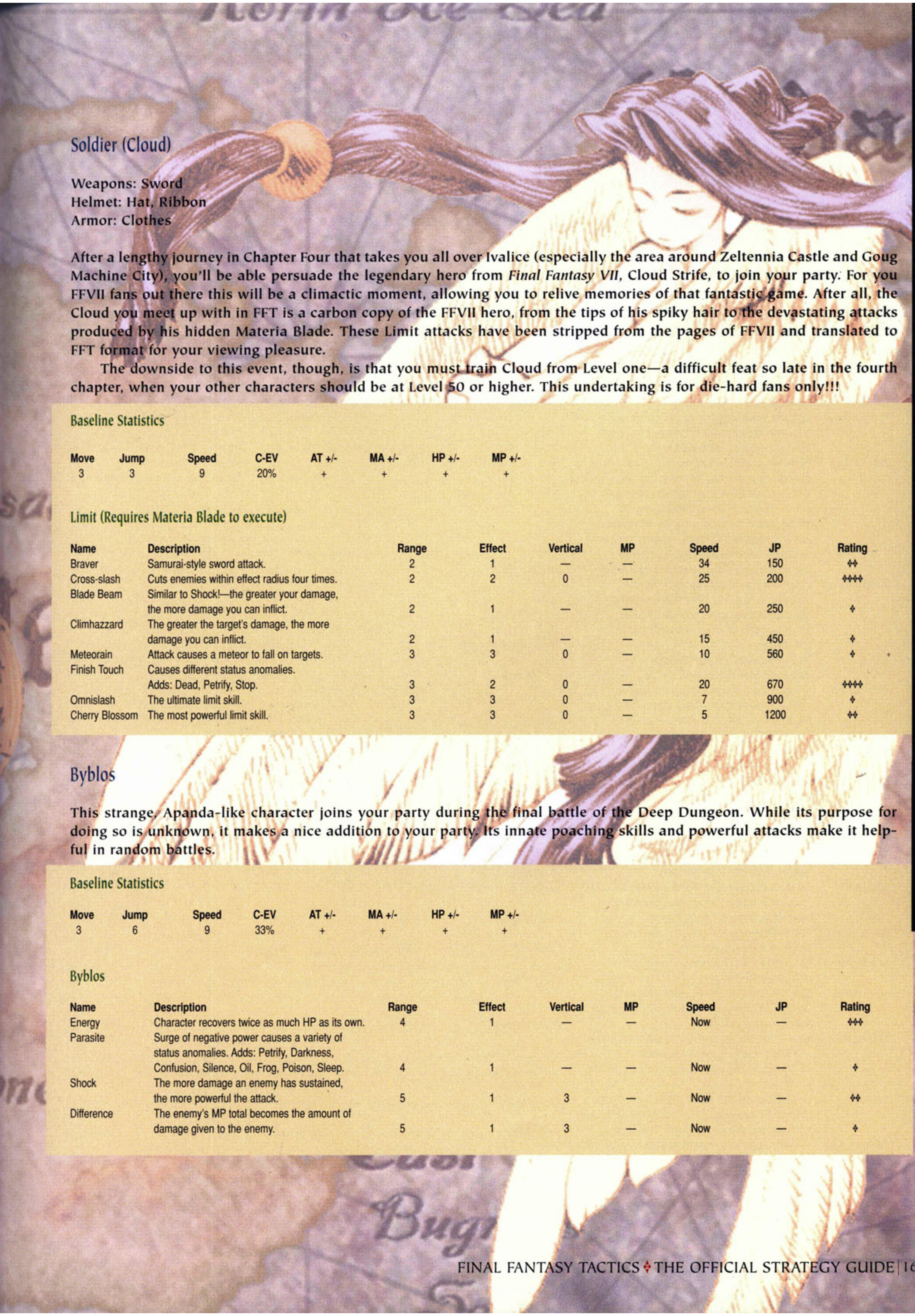
Reis' abilities are especially useful if you're interested in raising a phalanx of allied Dragons.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	11	7%	+	+	+	+

Dragon

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Ice Bracelet	Attack with arctic breath	2	1	—	—	Now	0	♦♦♦
Fire Bracelet	Attack with fire breath.	2	1	—	—	Now	0	♦♦♦
Thunder Bracelet	Attack with lightning breath.	2	1	—	—	Now	0	♦♦♦
Dragon Tame	Charms enemy Dragon into joining party. Adds: Invitation.	2	1 enemy	2	—	Now	300	♦♦
Dragon Care	Restores ally Dragon's HP and Status by offering own HP. Cancels: Darkness, Confusion, Silence, Oil, Berserk, Frog, Poison, Stop Sleep, Don't Move, Don't Act.	2	1	2	—	Now	300	♦
Dragon PowerUp	Raises ally Dragon's Brave, Speed, physical and magic attack power.	2	1	2	—	Now	400	♦
Dragon LevelUp	Raises ally Dragon's CT, allowing attack to occur sooner.	2	1	2	—	Now	400	♦
Holy Bracelet	Holy breath randomly attacks targets within effect range.	4	3	3	—	Now	900	♦♦♦



Soldier (Cloud)

Weapons: Sword
Helmet: Hat, Ribbon
Armor: Clothes

After a lengthy journey in Chapter Four that takes you all over Ivalice (especially the area around Zeltennia Castle and Goug Machine City), you'll be able persuade the legendary hero from *Final Fantasy VII*, Cloud Strife, to join your party. For you FFVII fans out there this will be a climactic moment, allowing you to relive memories of that fantastic game. After all, the Cloud you meet up with in FFT is a carbon copy of the FFVII hero, from the tips of his spiky hair to the devastating attacks produced by his hidden Materia Blade. These Limit attacks have been stripped from the pages of FFVII and translated to FFT format for your viewing pleasure.

The downside to this event, though, is that you must train Cloud from Level one—a difficult feat so late in the fourth chapter, when your other characters should be at Level 50 or higher. This undertaking is for die-hard fans only!!!

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	3	9	20%	+	+	+	+

Limit (Requires Materia Blade to execute)

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Braver	Samurai-style sword attack.	2	1	—	—	34	150	♦♦
Cross-slash	Cuts enemies within effect radius four times.	2	2	0	—	25	200	♦♦♦♦
Blade Beam	Similar to Shock!—the greater your damage, the more damage you can inflict.	2	1	—	—	20	250	♦
Climhazzard	The greater the target's damage, the more damage you can inflict.	2	1	—	—	15	450	♦
Meteorain	Attack causes a meteor to fall on targets.	3	3	0	—	10	560	♦
Finish Touch	Causes different status anomalies. Adds: Dead, Petrify, Stop.	3	2	0	—	20	670	♦♦♦♦
Omnislash	The ultimate limit skill.	3	3	0	—	7	900	♦
Cherry Blossom	The most powerful limit skill.	3	3	0	—	5	1200	♦♦

Byblos

This strange, Apanda-like character joins your party during the final battle of the Deep Dungeon. While its purpose for doing so is unknown, it makes a nice addition to your party. Its innate poaching skills and powerful attacks make it helpful in random battles.

Baseline Statistics

Move	Jump	Speed	C-EV	AT +/-	MA +/-	HP +/-	MP +/-
3	6	9	33%	+	+	+	+

Byblos

Name	Description	Range	Effect	Vertical	MP	Speed	JP	Rating
Energy	Character recovers twice as much HP as its own.	4	1	—	—	Now	—	♦♦♦
Parasite	Surge of negative power causes a variety of status anomalies. Adds: Petrify, Darkness, Confusion, Silence, Oil, Frog, Poison, Sleep.	4	1	—	—	Now	—	♦
Shock	The more damage an enemy has sustained, the more powerful the attack.	5	1	3	—	Now	—	♦♦
Difference	The enemy's MP total becomes the amount of damage given to the enemy.	5	1	3	—	Now	—	♦

Reaction, Support, and Movement Abilities

These abilities, while representative of the Job Classes from which they originate, can be set regardless of which job your character is currently training in. We list them separately from the Job Classes to emphasize this independence and allow you to compare and contrast all the reaction, support, and movement abilities together.

When purchasing skills, keep in mind that your JP are better spent on these types of abilities than on action skills in the Job Classes in which you don't plan to train your characters. Furthermore, certain reaction, support and movement abilities are must-haves in certain situations and liabilities in others. When entering a battle, try to consider not only the different combinations of action abilities available to you, but also how to make the most strategic use of the reaction, support, and movement skills at your disposal.

Reaction Abilities

The Job Classes of *Final Fantasy Tactics* offer a wide variety of reaction skills to help defend and protect your characters from enemy attacks. Although their effects vary from defensive saves and counterattacks to last-minute restorative spells, they all have one thing in common: Their execution is based partly on luck and partly on experience. Just because an attack is supposed to trigger them doesn't mean it will all the time.

Name	Description	Trigger	JP	Job Origination	Rating
Counter Tackle	Counters a physical attack with a Dash attack's body blow. Indispensable in the beginning stages of the game but not in the middle to latter parts.	Physical attack	180	Squire	◆◆
Auto Potion	When a character receives any form of HP damage, he or she uses the lowest-level potion available. This is an effective way to heal your characters without using an AT during the beginning and middle parts of the game, especially when primed with Hi-Potions and X-Potions. However, it can be expensive, because characters equipped with this can—and *will!*—use potions indiscriminately.	HP damage	400	Chemist	◆◆◆◆
Weapon Guard	Allows character to parry an attack with an equipped weapon. The low JP rate makes this a good buy for magic users and warriors alike. Effective against all weapons (including Bows and Guns)!	Weapon Attack	200	Knight	◆◆◆
Speed Save	When a character takes HP damage, it raises his or her Speed by 1.	HP damage	800	Archer	◆
Arrow Guard	Increases the character's chances of evading a Bow/Crossbow attack. This is another good skill for the first half of the game, when enemy bow strikes can be very damaging.	Bow/Crossbow attack	450	Archer	◆◆◆
HP Restore	Restores HP to the character when an attack brings him or her down to critical levels.	Critical Status	500	Monk	◆
Counter	Character counters an enemy's physical attack with one of his or her own. This is a slightly stronger version of Counter Tackle.	Physical Attack	300	Monk	◆
Hamedo	Gives the character a chance to attack before being attacked. This is invariably fatal when triggered; however, the enemy character must attack within weapon range for it to be effective.	Physical Attack	1200	Monk	◆◆◆
Regenerator	An attack that causes HP damage causes the character to receive Regen status, gradually restoring his or her HP. Adds: Regen.	HP damage	400	Priest	◆
Counter Magic	The character counters with the same magic attack he or she receives.	Magic Effect	800	Wizard	◆◆
Critical Quick	The character's AT is elevated to next position when his or her HP totals fall within critical levels.	Critical Status	700	Time Mage	◆
MP Switch	Character loses MP instead of HP when attacked. Good for Job Classes and action ability combinations that don't make use of MP.	HP Damage	400	Time Mage	◆◆
MP Restore	Like HP Restore, an attack that leaves the character in critical condition causes full restoration of MP. Good for Wizards and Summoners whose attacks use lots of MP.	Critical Status	400	Summoner	◆
Caution	Receiving an enemy's attack causes the character to take up a defensive position that halves all damage. Lasts until the character's next AT. Adds: Defense.	HP damage	200	Thief	◆
Gilgame Heart	Character receives from the enemy the same amount of Gil as HP damage incurred.	HP damage	200	Thief	◆

Name	Description	Trigger	JP	Job Origination	Rating
Catch	Character can catch and keep items thrown across the battlefield. It's possible to pick up rare items, too!	Throw	200	Thief	♦
Finger Guard	Character plugs his or her ears to dodge Talk Skill (word-based) attacks.	Word Skills	300	Mediator	♦
Absorb Used MP	Restores character's MP by the same amount the enemy used to cast its spell.	MP Effect	250	Oracle	♦♦♦
Counter Flood	Character counters a physical attack by invoking the appropriate geomancy effect.	Physical Attack, Geomancy	300	Geomancer	♦♦
Dragon Spirit	When a character receives HP damage, that character casts the Reraise status.	Physical Attack	560	Lancer	♦♦
Meatbone Slash	When critical, allows the character to damage the target in the amount of his or her max HP. Its weakness is that it doesn't work if the character is defeated before hitting the critical stage.	Critical Status	200	Samurai	♦
Blade Grasp	Allows the character to evade physical attacks other than Bow/Crossbow attacks. The higher the character's Brave points, the higher the evasion percentage.	Physical Attack*	700	Samurai	♦♦♦♦
Sunken State	Character hides and becomes Invisible once he or she receives HP damage. Adds: Invisible.	HP Damage	900	Ninja	♦♦♦
Abandon	Raises the character's evade percentage, allowing him or her to dodge attacks more easily. Works with all physical attacks and some magic attacks.	400	Ninja		♦♦
Distribute	When the character's HP are maxed, he or she shares any excess HP with his or her allies.	HP restore	200	Calculator	♦♦
Damage Split	Character shifts damage received from him- or herself to the enemy.	HP damage	300	Calculator	♦♦
A Save	Raises the character's physical attack power when attacked by the enemy. Works best on characters with low attack power. However, because it's part of the Dancer's abilities, it's available only to female characters.	HP Damage	550	Dancer	♦♦♦
Brave Up	This raises the character's Brave level when attacked by the enemy. However, because this is part of the Dancer's abilities, it's available only to female characters.	Physical Attack	500	Dancer	♦♦♦
MA Save	Raises a character's magic attack power when he or she takes HP damage. Because it's among the Bard's skills, it is only available to male characters.	HP damage	450	Bard	♦♦
Faith (Face) Up	Raises a character's Faith level when he's hit with a magical spell. This ability has its good points and bad: It raises his or her magical power, but it also makes him or her more susceptible to enemy magic. Because it's among the Bard's skills, it's available only to male characters.	Magic Effect	500	Bard	♦♦

Support Abilities

Support abilities range from skills that allow your characters to equip weapons and powers from other Job Classes to bonuses that improve their accuracy, shorten their charge times, and halve the required MP for spells. There's a lot to choose from, and in almost every case you'll be flipping coins to decide among the more helpful ones!

Name	Description	JP	Job Origination	Rating
Equip Axe	Allows the character to equip an Axe, regardless of Job Class.	170	Squire	♦
Monster Skill	The character can target friendly monsters within a range of three panels, helping them acquire new abilities. If you're fond of using monsters in battle, this skill is very helpful.	200	Squire	♦
Defend	Character defends and prepares for an attack. Activated by choosing the command Defend on the Action menu.	50	Squire	♦
Gained JP Up	Increases the amount of JP earned in battle. A must-have for the beginning and middle stages of a character's development!	250	Squire	♦♦♦
Throw Item	Makes a character able to throw items over an extended range, even if he or she's not a Chemist.	350	Chemist	♦
Maintenance	Makes equipped items immune to break techniques. Another must-have, especially when the character possesses powerful and/or rare items.	250	Chemist	♦♦♦♦
Equip Change	Allows the character to change equipment, even in battle. Activated by selecting the action ommand Equip Change.	0	Chemist	♦
Equip Armor	Allows the character to equip heavy armor, regardless of Job Class. Excellent if you're fond of magic users or warriors, such as the Monk and Ninja, who can't wear armor.	500	Knight	♦♦♦
Equip Shield	Allows the character to equip a shield, regardless of Job Class.	250	Knight	♦
Equip Sword	Allows the character to equip a sword, regardless of Job Class. Great for characters, such as Agrias and Orlandu, when training in a Job Class that doesn't allow them to equip a sword and use their special sword skills.	400	Knight	♦♦♦
Equip Crossbow	Allows the character to equip a Crossbow, regardless of job.	350	Archer	♦

Name	Description	JP	Job Origination	Rating
Concentrate	Makes the enemy unable evade the character's attacks. If the enemy is within a targeted panel, the attack is sure to succeed. A must have for all Job Classes!	400	Archer	♦♦♦♦
Martial Arts	Character gains the bare-handed fighting strength of a Monk, regardless of Job Class.	200	Monk	♦♦
Magic Defend Up	Lessens damage caused by enemy magic attacks.	400	Priest	♦♦
Magic Attack Up	Increases the damage a character's magic attacks will inflict.	400	Wizard	♦♦♦
Short Charge	Increases a character's CT speed, halving the time it takes him or her to cast spells, and so on. A must have for the magically inclined.	800	Time Mage	♦♦♦♦
Half of MP	Halves the MP used when casting a spell. Especially useful for characters who cast a lot of expensive magic spells.	900	Summoner	♦♦♦
Secret Hunt	This ability allows you to "poach" the pelts of monsters you've killed. Once poached, you can take them to fur shops where they'll be made into items. This is the only way to procure some of the game's rarer items, such as perfume and ribbons.	200	Thief	♦♦♦♦
Equip Gun	Allows the character to equip a gun regardless of Job Class. Useful, especially once you've picked up one of the powerful spell guns.	750	Mediator	♦♦♦
Train	When an enemy reaches terminal status, the character can persuade it to become an ally.	450	Mediator	♦♦
Monster Talk	Allows a character to speak with monsters, even if he or she's not a Mediator.	100	Mediator	♦
Defense Up	Lessens damage incurred from physical attacks by half.	400	Oracle	♦♦♦
Attack Up	Increases damage a character's physical attacks cause.	400	Geomancer	♦♦♦
Equip Spear	Allows the character to equip a spear regardless of job.	400	Lancer	♦♦
Equip Knife	Allows the character to equip a Katana regardless of job.	400	Samurai	♦
Two Hands	Allows the character to hold his or her weapon with both hands, increasing its attack power.	900	Samurai	♦♦♦
Two Swords	The character can use a weapon in each hand, even if he or she's not a Ninja. Double attacks increase the amount of damage possible. Definitely a must-have!	900	Ninja	♦♦♦♦
Gained Exp Up	Increases the Experience Points a character earns by 1.5. Good for increasing character's experience levels.	350	Calculator	♦♦

Movement Abilities

Movement abilities do as their names imply. They can up your movement and jump radii, help you find important items as you traverse the battlefield, or just make the journey a little easier.

Name	Description	JP	Job Origination	Rating
Move +1	Increases the character's movement range by one panel.	200	Squire	♦♦♦
Move—Find Item	Allows the character to find any hidden items on the destination panel. This skill is the only way for characters to find hidden items, making it a must-have for everyone in your party.	100	Chemist	♦♦♦♦
Jump +1	Increases a character's jump elevation by one panel.	200	Archer	♦♦
Move—HP Up	Allows the character to recover a small amount of HP as he or she moves around the battlefield.	300	Monk	♦♦♦
Teleport	Allows the character to move to any space on the battlefield instantly. However, the farther the destination panel, the greater the chance of failure. Take care to stay within a reasonable movement radius.	600	Time Mage	♦♦♦
Float	Allows the character to float 1 panel above ground. Identical to the effect of Feather Boots.	540	Time Mage	♦
Move +2	Increases the character's movement range by two panels.	520	Thief	♦♦♦♦
Jump +2	Increases a character's jump elevation by two panels.	480	Thief	♦♦
Any Weather	Allows the character to walk over swamps, marshes, poison marshes, regardless of climate.	200	Oracle	♦
Move—MP Up	The character recovers MP as he or she moves. Similar to Move-HP Up.	350	Oracle	♦
Any Ground	Character can walk easily over watery terrain such as rivers.	220	Geomancer	♦
Move on Lava	Allows the character to move and walk over volcanic terrain. However, only one battle map features molten lava, so this skill is basically useless.	150	Geomancer	♦
Ignore Height	Allows the character to jump to any height, regardless of jumping ability. A must-have for battles requiring you to climb to the tops of buildings, and so on.	700	Lancer	♦♦♦♦
Walk on Water	Allows the character to walk or stop on the surface of water.	300	Samurai	♦
Move in Water	Character can move or stop on water.	420	Ninja	♦
Move—Get Experience	Character gains Experience Points as he or she moves around.	400	Calculator	♦
Move—Get JP	Character gains a small amount of JP as he or she moves around.	400	Calculator	♦♦
Jump +3	Increases character's jump elevation by three panels. Restricted to female characters!	1000	Dancer	♦♦
Fly	Character can leap over enemies and obstacles while moving. Good for reaching panels blocked by other units or quirks in the terrain.	1200	Bard/Dancer	♦♦
Move +3	Increases character's movement range by three panels. Restricted to male characters!	1000	Bard	♦♦♦

APPENDIX A

The *Final Fantasy Tactics* Bestiary

The monsters in FFT are a diverse lot. What makes them special is that they're eminently persuadable and poachable, making them very valuable to your team. Persuading an enemy into your army is as simple as having a Mediator successfully deploy an Invitation spell. At the end of the battle, if the monster has survived, you'll have the option to let it join the party or dismiss it. If you choose to recruit the monster, it becomes a full-fledged member of the team and you can use it in battle as you wish.

Once a monster has joined your group, it will begin to breed, giving you access to rarer forms of the species. You can let excess monsters go or poach them in battle using the Secret Hunt support skill. Breeding and poaching your own monsters will actually increase your chance of securing some of the rarer items fashioned by the owners of the fur shops sprinkled throughout Ivalice.

If you decide to use your monsters in battle, you'll probably want to invest in the Squire's support skill Monster Skill, which enables allied monsters to learn their secret skill. These attack skills (italicized in the following attack lists) are either stronger skills from the higher level classes or entirely new ones. Class A is the strongest class, Class B is the intermediate class, and Class C is the weakest class.

Chocobo Class

Class C: Chocobo

Move	Jump	C-EV
6	5	15%

Attacks

Choco Attack
Choco Cure
Choco Esuna

R (Reaction)/S (Support)/M (Movement)

Counter
Walk on Water

When Poached

Phoenix Down
Hi-Potion

Class B: Black Chocobo

Move	Jump	C-EV
6	5	25%

Attacks

Choco Attack
Choco Ball
Choco Esuna
Choco Meteor

R/S/M

Counter
Walk in Water
Fly

When Poached

Eye Drops
X-Potion

Class A Red Chocobo

Move	Jump	C-EV
6	5	10%

Attacks
Choco Attack
Choco Ball
Choco Meteor
Choco Cure

R/S/M
Counter
Walk in Water
Ignore Heights

When Poached
Remedy
Barette

Red Panther Class

Class C Red Panther

Move	Jump	C-EV
4	4	23%

Attacks
Scratch
Poison Nail
Cat Kick

R/S/M
Counter
Ignore Heights
Unable to Enter Water

When Poached
Antidote
Battle Boots

Class B Cuar

Move	Jump	C-EV
4	4	26%

Attacks
Scratch
Cat Kick
Poison Nail
Blaster

R/S/M
Counter
Ignore Heights
Unable to Enter Water

When Poached
Soft
Germinas Boots

Class A Vampire

Move	Jump	C-EV
4	4	24%

Attacks
Scratch
Cat Kick
Blaster
Blood Suck

R/S/M
Counter
Ignore Heights
Unable to Enter Water

When Poached
Holy Water
C Bag

Ghoul Class

Class C Ghoul

Move	Jump	C-EV
4	4	26%

Attacks
Throw Spirit
Sleep Touch
Grease Touch

R/S/M
Counter
Float
Unable to Enter Water

When Poached
Ether
Ninja Knife

Class B Ghost

Move	Jump	C-EV
4	4	27%

Attacks
Throw Spirit
Grease Touch
Drain Touch

R/S/M
Counter
Float
Unable to Enter Water

When Poached
Hi-Potion
Main Gauche

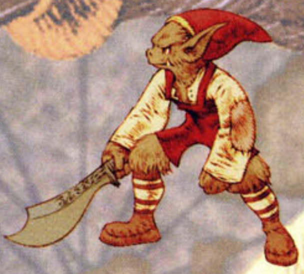
Class A Revnant

Move	Jump	C-EV
5	4	28%

Attacks
Throw Spirit
Drain Touch
Zombie Touch

R/S/M
Counter
Float
Unable to Enter Water

When Poached
Hi-Ether
Mythril Gun



Goblin Class

Class C Goblin

Move	Jump	C-EV
3	3	18%

Attacks
Tackle
Eye Crush

R/S/M
Counter

When Poached
Potion
Hi-Potion

Class B Black Goblin

Move	Jump	C-EV
3	3	19%

Attacks
Tackle
Turn Punch
Goblin Punch

R/S/M
Counter

When Poached
Hi-Potion
Antidote

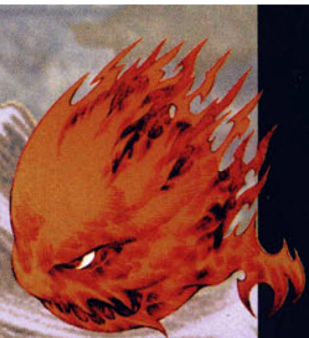
Class A Gobbledeguck

Move	Jump	C-EV
3	3	20%

Attacks
Tackle
Eye Crush
Goblin Punch
Mutilate

R/S/M
Counter

When Poached
Mage Masher
Ancient Sword



Bomb Class

Class C Bomb

Move	Jump	C-EV
3	3	10%

Attacks
Bite
Self Destruct
Small Bomb

R/S/M
Counter
Float
Unable to Enter Water

When Poached
Fire Ball
Flame Rod

Class B Grenade

Move	Jump	C-EV
3	3	11%

Attacks
Bite
Small Bomb
Self Destruct
Flame Attack

R/S/M
Counter
Float
Unable to Enter Water

When Poached
Water Ball
Flame Whip

Class A Explosure

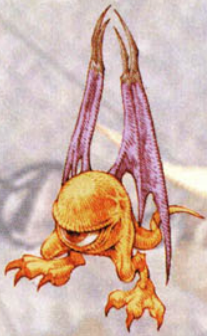
Move	Jump	C-EV
3	3	12%

Attacks
Bite
Self Destruct
Spark
Small Bomb

R/S/M
Counter
Float
Unable to Enter Water

When Poached
Lightning Bomb
Flame Shield

Flotiball Class



Class C Flotiball

Move	Jump	C-EV
5	5	12%

Attacks
Wing Attack
Look of Fright

R/S/M
Counter
Fly
Unable to Enter Water

When Poached
Shuriken
Platina Masser

Class B Ahriman

Move	Jump	C-EV
5	5	13%

Attacks
Wing Attack
Look of Devil
Look of Fright
Death Sentence

R/S/M
Counter
Fly
Unable to Enter Water

When Poached
Magic Shuriken
Air Knife

Class A Plague

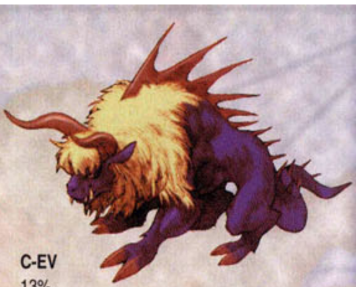
Move	Jump	C-EV
5	5	11%

Attacks
Wing Attack
Look of Devil
Death Sentence
Circle

R/S/M
Counter
Fly
Unable to Enter Water

When Poached
Yaguu Darkness
Zonin Shape

Behemoth Class



Class C Behemoth

Move	Jump	C-EV
4	3	13%

Attacks
Stab Up
Sudden Cry
Giga Flare

R/S/M
Counter
Unable to Enter Water

When Poached
Defense Armlet
P Bag

Class B King Behemoth

Move	Jump	C-EV
4	3	13%

Attacks
Stab Up
Sudden Cry
Hurricane

R/S/M
Counter
Unable to Enter Water

When Poached
Cherche
Ultimas Bow

Class A Dark Behemoth

Move	Jump	C-EV
4	3	18%

Attacks
Stab Up
Sudden Cry
Ulmaguest

R/S/M
Counter
Unable to Enter Water

When Poached
Wizard Rod
Stone Gun

Dragon Class

Class C Dragon

Move	Jump	C-EV
5	3	5%

Attacks

Dash
Tail Counter

R/S/M

Counter
Unable to Enter Water

When Poached

Jade Armlet
H Bag

Class B Blue Dragon

Move	Jump	C-EV
5	3	9%

Attacks

Dash
Ice Bracelet
Thunder Bracelet

R/S/M

Counter
Unable to Enter Water

When Poached

Cashmere
Dragon Rod

Class A Red Dragon

Move	Jump	C-EV
5	3	8%

Attacks

Dash
Thunder Bracelet
Fire Bracelet

R/S/M

Counter
Unable to Enter Water

When Poached

Salty Rage
Dragon Whisker

Woodman Class

Class C Woodman

Move	Jump	C-EV
3	3	0%

Attacks

Leaf Dance
Protect Spirit

R/S/M

Counter
Unable to Enter Water

When Poached

Eye Drops
Healing Staff

Class B Trent

Move	Jump	C-EV
3	3	0%

Attacks

Leaf Dance
Spirit of Life
Calm Spirit

R/S/M

Counter
Unable to Enter Water

When Poached

Gold Staff
Fairy Harp

Class A Taiju

Move	Jump	C-EV
3	3	0%

Attacks

Leaf Dance
Protect Spirit
Calm Spirit
Magic Spirit

R/S/M

Counter
Unable to Enter Water

When Poached

Defense Ring
Defender

Bull Demon Class

Class C Bull Demon

Move	Jump	C-EV
3	3	11%

Attacks
Shake Off
Gather Power

R/S/M
Counter
Unable to Enter Water

When Poached
Battle Axe
Giant Axe

Class B Minitaurus

Move	Jump	C-EV
4	3	15%

Attacks
Shake Off
Wave Around
Blow Fire

R/S/M
Counter
Unable to Enter Water

When Poached
Coral Sword
Slasher

Class A Sacred

Move	Jump	C-EV
3	3	12%

Attacks
Shake Off
Mimic Titan
Gather Power
Blow Fire

R/S/M
Counter
Unable to Enter Water

When Poached
Holy Lance
Ivory Rod

Morbol Class

Class C Morbol

Move	Jump	C-EV
3	3	0%

Attacks
Tentacle
Lick
Bad Bracelet

R/S/M
Counter
Walk in Water

When Poached
Platina Dagger
Ice Shield

Class B Ochu

Move	Jump	C-EV
3	3	0%

Attacks
Tentacle
Goo
Lick

R/S/M
Counter
Walk in Water

When Poached
N-Kai Armlet
Chameleon Robe

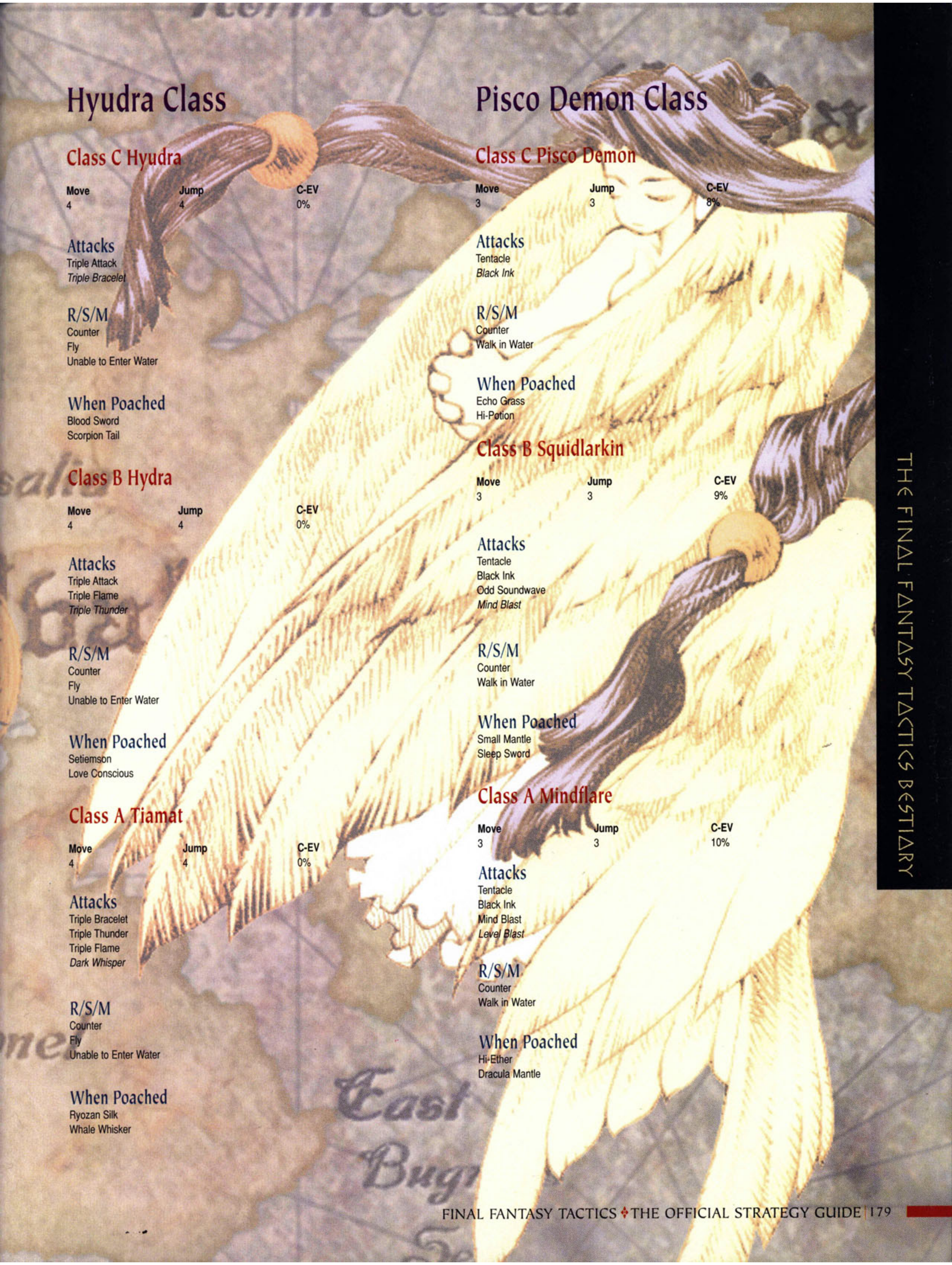
Class A Great Morbol

Move	Jump	C-EV
3	3	0%

Attacks
Tentacle
Bad Bracelet
Morbol Germ

R/S/M
Counter
Walk in Water

When Poached
Elixir
Madlemgen



Hyudra Class

Class C Hyudra

Move	Jump	C-EV
4	4	0%

Attacks

Triple Attack
Triple Bracelet

R/S/M

Counter
Fly
Unable to Enter Water

When Poached

Blood Sword
Scorpion Tail

Class B Hydra

Move	Jump	C-EV
4	4	0%

Attacks

Triple Attack
Triple Flame
Triple Thunder

R/S/M

Counter
Fly
Unable to Enter Water

When Poached

Setiemson
Love Conscious

Class A Tiamat

Move	Jump	C-EV
4	4	0%

Attacks

Triple Bracelet
Triple Thunder
Triple Flame
Dark Whisper

R/S/M

Counter
Fly
Unable to Enter Water

When Poached

Ryozan Silk
Whale Whisker

Pisco Demon Class

Class C Pisco Demon

Move	Jump	C-EV
3	3	8%

Attacks

Tentacle
Black Ink

R/S/M

Counter
Walk in Water

When Poached

Echo Grass
Hi-Potion

Class B Squidlarkin

Move	Jump	C-EV
3	3	9%

Attacks

Tentacle
Black Ink
Odd Soundwave
Mind Blast

R/S/M

Counter
Walk in Water

When Poached

Small Mantle
Sleep Sword

Class A Mindflare

Move	Jump	C-EV
3	3	10%

Attacks

Tentacle
Black Ink
Mind Blast
Level Blast

R/S/M

Counter
Walk in Water

When Poached

Hi-Ether
Dracula Mantle

Skeleton Class

Class C Skeleton

Move	Jump	C-EV
3	4	11%

Attacks
Hand Knife
Thunder Soul
Aqua Soul

R/S/M
Counter

When Poached
Holy Water
Ether

Class B Bone Snatch

Move	Jump	C-EV
3	4	12%

Attacks
Hand Knife
Aqua Soul
Ice Soul

R/S/M
Counter

When Poached
Hi-Potion
Partisan

Class A Living Bone

Move	Jump	C-EV
3	4	13%

Attacks
Hand Knife
Ice Soul
Wind Soul

R/S/M
Counter

When Poached
Wizard Mantle
Elf Mantle

Juravis Class

Class C Juravis

Move	Jump	C-EV
6	6	30%

Attacks
Scratch Up
Feather Bomb

R/S/M
Counter
Fly
Unable to Enter Water

When Poached
Potion
Rubber Shoes

Class B Steel Hawk

Move	Jump	C-EV
6	6	28%

Attacks
Scratch Up
Shine Lover
Beak

R/S/M
Counter
Fly
Unable to Enter Water

When Poached
Phoenix Down
Hunting Bow

Class A Cocatoris

Move	Jump	C-EV
6	6	33%

Attacks
Scratch Up
Beak
Feather Bomb
Beaking

R/S/M
Counter
Fly
Unable to Enter Water

When Poached
Soft
Feather Mantle

Uribo Class

Class C Uribo

Move	Jump	C-EV
3	3	42%

Attacks
Straight Dash
Boo Hee

R/S/M
Counter
Unable to Enter Water

When Poached
Maiden's Kiss
Cachusa

Class B Porky

Move	Jump	C-EV
3	3	36%

Attacks
Straight Dash
Pooh[Ellipse]
Nose Bracelet

R/S/M
Counter
Unable to Enter Water

When Poached
Chantage
Nagra Rock

Class A Wild Boar

Move	Jump	C-EV
3	3	39%

Attacks
Straight Dash
Nose Bracelet
Eat

R/S/M
Counter
Unable to Enter Water

When Poached
Ribbon
FS Bag

Miscellaneous Classes

Class: Apanda

Move	Jump	C-EV
4	3	10%

Attacks
Bio
Bio2
Bio3

R/S/M
Counter
Short Charge
Fly

Class: Archaic Demon

Move	Jump	C-EV
4	3	5%

Attacks
Lifebreak
Dark Holy
Giga Flare

R/S/M
Counter
Short Charge

Class: Ultima Demon

Move	Jump	C-EV
5	2	10%

Attacks
Nanoflare
Dark Holy
Ultima
Hurricane
Ulmaguest

R/S/M
Counter
Martial Arts
Short Charge

APPENDIX B

The *Final Fantasy Tactics* Armory

The world of *FFT* offers a variety of weapons, armor, and equipment. However, not all are available for purchase in shops. There are three ways to acquire items other than buying them: You can find them on the battlefield, poach them from the pelts of monsters, and acquire them by theft.

Swords

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Broad Sword	4	5	Shop	200	—
Long Sword	5	10	Shop	500	—
Iron Sword	6	5	Shop	900	—
Mythril Sword	7	8	Shop	1600	—
Blood Sword	8	5	Poach: Hyudra	2500	Absorbs HP
Coral Sword	8	5	Shop	3300	Lightning Elemental
Ancient Sword	9	5	Shop	5000	Adds: Don't Move
Sleep Sword	9	5	Shop	5000	Adds: Sleep
Diamond Sword	10	10	Shop	8000	—
Platinum Sword	12	10	Shop	11000	—
Ice Brand	13	10	Shop	14000	Ice Elemental; Invokes Ice spell
Rune Blade	14	15	Shop	20000	MA Strength+2
Nagra Rock	1	50	Poach: Porky or Battle 53	10	Adds: Toad
Materia Blade	10	10	Bervenia Volcano	—	—

Knight Sword

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Defender	16	60	Poach: Taiju	40000	—
Save the Queen	18	30	Battle 56	—	Always: Protect
Excalibur	21	35	Battle 59	10	Always: Haste; Absorbs: Holy; Strengthens: Holy
Ragnarok	24	20	Battle 62	—	Shell
Chaos Blade	50	20	Battle 64	—	Regen; Adds: Petrify

Bows

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Long Bow	4	0	Shop	800	—
Silver Bow	5	0	Shop	1500	—
Ice Bow	5	0	Shop	2000	Ice Elemental
Lightning Bow	6	0	Shop	3000	Lightning Elemental; Invokes Bolt spell
Windslash Bow	8	0	Shop	8000	Wind Elemental
Mythril Bow	7	0	Shop	5000	—
Ultimus Bow	10	0	Poach: King Behemoth	22000	—
Yoichi Bow	12	0	Battle 57	—	—
Perseus Bow	16	0	Battle 62	—	—

Crossbows

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Bow Gun	3	5	Shop	400	—
Night Killer	3	5	Shop	1500	Adds: Darkness
Crossbow	4	5	Shop	2000	—
Poison Bow	4	5	Shop	4000	Adds: Poison
Hunting Bow	6	5	Shop	8000	—
Gastrafitis	10	5	Shop	20000	—

Knives

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Dagger	3	0	Shop	100	—
Mythril Knife	4	5	Shop	500	—
Blind Knife	4	5	Shop	800	Adds: Darkness
Mage Masher	4	5	Shop	1500	Adds: Silence
Platina Dagger	5	10	Shop	1800	—
Main Gauche	6	40	Shop	3000	—
Orichalcum	7	5	Shop	4000	—
Assassin Dagger	7	5	Shop	5000	Adds: Death Sentence
Air Knife	10	5	Shop	8000	Wind Elemental
Zorlin Shape	12	10	Poach: Plague	12000	Adds: Sleep

Sticks

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Cypress Rod	6	20	Shop	1000	—
Battle Bamboo	7	20	Shop	1400	—
Musk Rod	8	20	Shop	2400	—
Iron Fan	9	20	Shop	4000	—
Gokuu Rod	10	20	Shop	7500	Adds: Innocent
Ivory Rod	11	20	Shop	10000	—
Octogon Rod	12	20	Shop	20000	Cancels: Darkness, Confusion, Oil, Frog, Poison, Slow, Stop, Don't Move, Don't Act
Whale Whisker	16	20	Poach: Tiamat	37000	—

Hammers

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Hammer	9	0	Shop	1200	—
Flame Whip	11	0	Shop	4000	Fire Elemental; Invokes Fire spell
Morning Star	16	0	Shop	9000	—
Scorpion Tail	23	0	Poach: Hyudra	40000	—

Axes

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Battle Axe	9	0	Shop	1500	—
Giant Axe	12	0	Shop	4000	—
Slasher	16	0	Shop	12000	Adds: Slow

Katanas

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Asura Knife	7	15	Shop	1600	—
Koutesu Knife	8	15	Shop	3000	—
Bizen Boat	9	15	Shop	5000	—
Murasame	10	15	Shop	7000	—
Heaven's Cloud	11	15	Shop	8000	—
Kiyomori	12	15	Shop	10000	—
Muramasa	14	15	Shop	15000	—
Kikuichimoji	15	15	Shop	22000	—
Masamune	18	15	Steal:		
Elmdor	—	—			
Chirijiraden	25	.15	Battle: 64	—	—

Ninja Swords

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Hidden Knife	8	5	Shop	3000	—
Ninja Knife	9	5	Shop	5000	—
Short Edge	10	5	Shop	7000	—
Ninja Edge	12	5	Shop	10000	—
Spell Edge	13	5	Shop	16000	Adds: Don't Act
Sasuke Knife	14	15	Battle 53	—	—
Iga Knife	15	10	Battle 59	—	—
Kogo Knife	15	5	Battle 61	—	—

Guns

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Romanda Gun	6	5	Shop	5000	—
Mythril Gun	8	5	Shop	15000	—
Stone Gun	16	5	Poach: Dark Behemoth	10	Adds: Petrify
Blaze Gun	20	5	Battle 55	—	Ice Elemental
Glacier Gun	21	5	Battle 55	—	Fire Elemental
Blast Gun	22	5	Battle 60	—	Lightning Elemental

Spears

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Javelin	8	10	Shop	1000	—
Spear	9	10	Shop	2000	—
Mythril Spear	10	10	Shop	4500	—
Partisan	11	10	Shop	7000	—
Oberisk	12	10	Shop	10000	—
Holy Lance	14	10	Poach: Secret	36000	Holy Elemental; Invokes Holy spell
Dragon Whisker	17	10	Poach: Red Dragon	44000	—

Staffs

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Oak Staff	3	15	Shop	120	—
White Staff	3	15	Shop	800	Cancels: Death Sentence
Healing Staff	4	15	Shop	4000	Restores HP of those it hits
Rainbow Staff	5	15	Shop	2200	—
Wizard Staff	4	15	Shop	4000	MA Strength +1
Gold Staff	6	15	Shop	7000	—
Mace of Zeus	6	15	Battle 57	—	AT Strength +2, MA Strength +1
Sage Staff	7	15	Battle 61	10	—

Rods

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Rod	3	20	Shop	200	—
Thunder Rod	3	20	Shop	400	Lightning Elemental; Strengthens: Lightning; Invokes Bolt spell
Flame Rod	3	20	Shop	400	Fire Elemental; Strengthens: Fire; Invokes Fire spell
Ice Rod	3	20	Shop	400	Ice Elemental; Strengthens: Invokes Ice
Ice; spell					
Poison Rod	3	20	Shop	500	Adds: Poison
Wizard Rod	4	20	Shop	8000	MA Strength +2
Dragon Rod	5	20	Poach: Blue Dragon	12000	—
Faith Rod	5	20	Battle 58	1	Always: Faith; Adds: Faith

Dictionaries

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Battle Dictionary	7	15	Shop	3000	—
Monster Dictionary	8	15	Shop	6000	—
Papyrus Plate	9	15	Shop	10000	—
Madlemgen	11	15	Poach: Great Morbol	30000	—

Musical Instruments

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Ramia Harp	10	10	Shop	5000	Adds: Confusion
Bloody Strings	13	10	Shop	10000	—
Fairy Harp	15	10	Poach: Treant	—	Charm

Fabric

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Persia	8	50	Shop	7000	—
Cashmere	10	50	Shop	15000	—
Ryozan Silk	15	50	Poach: Tiamat	40000	—

Bags

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
C Bag	10	0	Shop	53000	MA Strength +1
FS Bag	20	0	Poach: Wild Boar	60000	—
P Bag	12	0	Shop	52000	Always: Regen
H Bag	14	0	Shop	58000	Speed +1

Shields

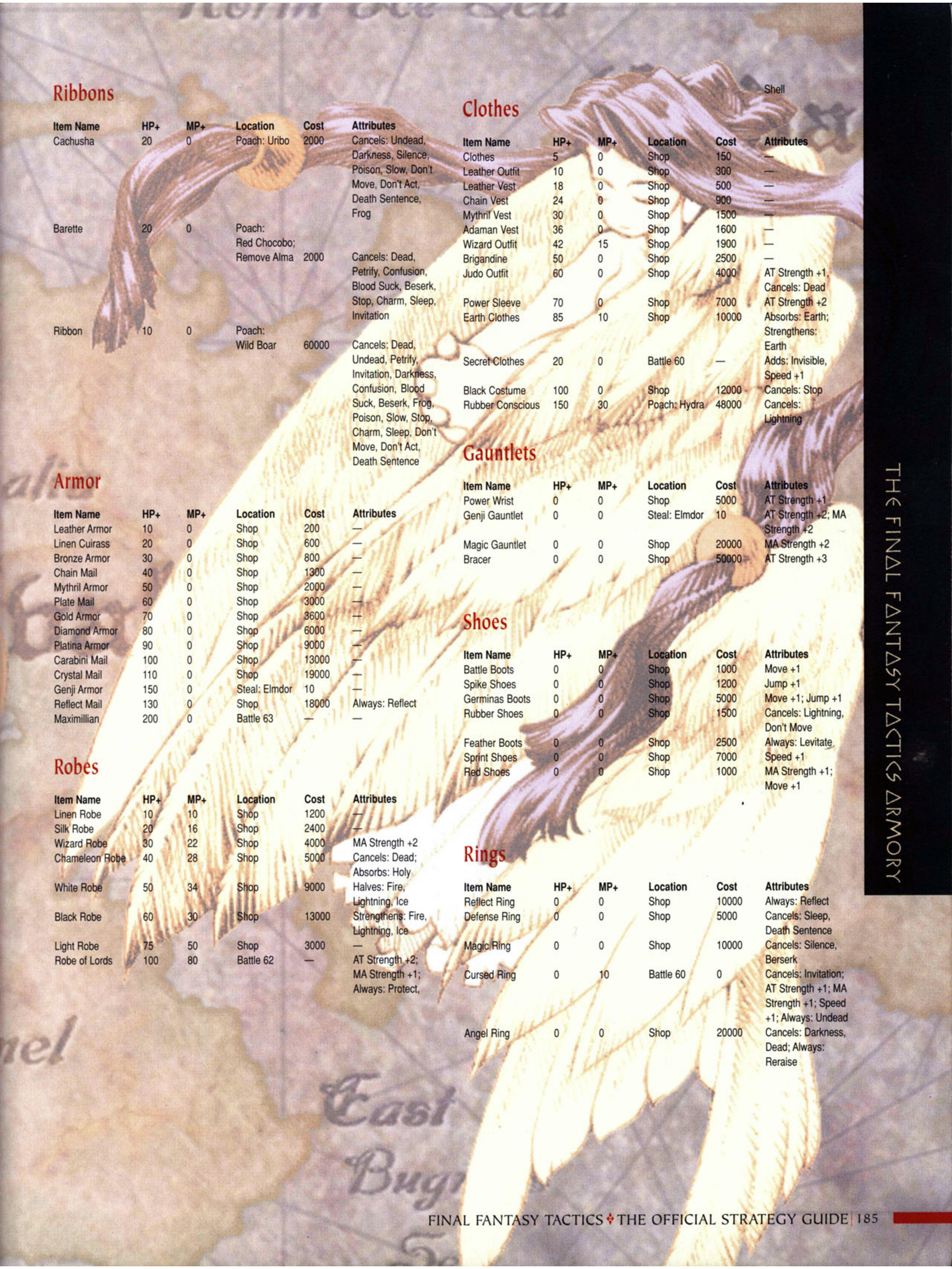
Item Name	Physical Evade	MA Evade	Location	Cost	Attributes
Escutcheon	10	3	Shop	400	—
Buckler	13	3	Shop	700	—
Bronze Shield	16	0	Shop	1200	—
Round Shield	19	0	Shop	1600	—
Mythril Shield	22	5	Shop	2500	—
Gold Shield	25	0	Shop	3500	—
Ice Shield	28	0	Shop	6000	Absorbs: Ice; Halves: Fire; Weakness: Lightning
Flame Shield	31	0	Shop	6500	Absorbs: Fire; Halves: Ice; Weakness: Water
Aegis Shield	10	50	Shop	10000	MA Strength +1
Diamond Shield	34	15	Shop	12000	—
Platina Shield	37	10	Shop	16000	—
Crystal Shield	40	15	Shop	21000	—
Genji Shield	43	0	Steal: Elmdor	—	—
Kaiser Plate	46	20	Battle 58	—	Strengthens: Fire, Lightning, Ice
Venetian Shield	50	25	Battle 63	—	Halves: Fire, Lightning, Ice

Helmets

Item Name	HP+	MP+	Location	Cost	Attributes
Leather Helmet	10	0	Shop	200	—
Bronze Helmet	20	0	Shop	500	—
Iron Helmet	30	0	Shop	1000	—
Barbuta	40	0	Shop	1500	—
Mythril Helmet	50	0	Shop	2100	—
Gold Helmet	60	0	Shop	2800	—
Cross Helmet	70	0	Shop	4000	—
Diamond Helmet	80	0	Shop	6000	—
Platina Helmet	90	0	Shop	8000	—
Circlet	100	0	Shop	10000	—
Crystal Helmet	120	0	Shop	14000	—
Genji Helmet	130	0	Steal: Elmdor	—	—
Grand Helmet	150	0	Battle 63	10	Cancels: Darkness, Sleep

Hats

Item Name	HP+	MP+	Location	Cost	Attributes
Leather Hat	8	0	Shop	150	—
Feather Hat	16	5	Shop	350	—
Red Hood	24	8	Shop	800	—
Headgear	32	0	Shop	1200	AT Strength +1
Triangle Hat	40	12	Shop	1800	MA Strength +1
Green Beret	48	0	Shop	3000	Speed +1
Twist Headband	56	0	Shop	5000	AT Strength +2
Holy Miter	64	20	Shop	6000	MA Strength +1
Black Hood	72	0	Shop	7000	—
Golden Hairpin	80	50	Shop	12000	Cancels: Silence
Flash Hat	88	15	Shop	16000	MA Strength +1; Speed +1
Thief Hat	100	0	Shop	35000	Speed +2



Ribbons

Item Name	HP+	MP+	Location	Cost	Attributes
Cachusha	20	0	Poach: Uribo	2000	Cancels: Undead, Darkness, Silence, Poison, Slow, Don't Move, Don't Act, Death Sentence, Frog
Barette	20	0	Poach: Red Chocobo; Remove Alma	2000	Cancels: Dead, Petrify, Confusion, Blood Suck, Beserk, Stop, Charm, Sleep, Invitation
Ribbon	10	0	Poach: Wild Boar	60000	Cancels: Dead, Undead, Petrify, Invitation, Darkness, Confusion, Blood Suck, Beserk, Frog, Poison, Slow, Stop, Charm, Sleep, Don't Move, Don't Act, Death Sentence

Armor

Item Name	HP+	MP+	Location	Cost	Attributes
Leather Armor	10	0	Shop	200	—
Linen Cuirass	20	0	Shop	600	—
Bronze Armor	30	0	Shop	800	—
Chain Mail	40	0	Shop	1300	—
Mythril Armor	50	0	Shop	2000	—
Plate Mail	60	0	Shop	3000	—
Gold Armor	70	0	Shop	3600	—
Diamond Armor	80	0	Shop	6000	—
Platina Armor	90	0	Shop	9000	—
Carabini Mail	100	0	Shop	13000	—
Crystal Mail	110	0	Shop	19000	—
Genji Armor	150	0	Steal: Elmdor	10	—
Reflect Mail	130	0	Shop	18000	Always: Reflect
Maximillian	200	0	Battle 63	—	—

Robes

Item Name	HP+	MP+	Location	Cost	Attributes
Linen Robe	10	10	Shop	1200	—
Silk Robe	20	16	Shop	2400	—
Wizard Robe	30	22	Shop	4000	MA Strength +2
Chameleon Robe	40	28	Shop	5000	Cancels: Dead; Absorbs: Holy
White Robe	50	34	Shop	9000	Halves: Fire, Lightning, Ice
Black Robe	60	30	Shop	13000	Strengthens: Fire, Lightning, Ice
Light Robe	75	50	Shop	3000	—
Robe of Lords	100	80	Battle 62	—	AT Strength +2; MA Strength +1; Always: Protect,

Shell

Clothes

Item Name	HP+	MP+	Location	Cost	Attributes
Clothes	5	0	Shop	150	—
Leather Outfit	10	0	Shop	300	—
Leather Vest	18	0	Shop	500	—
Chain Vest	24	0	Shop	900	—
Mythril Vest	30	0	Shop	1500	—
Adaman Vest	36	0	Shop	1600	—
Wizard Outfit	42	15	Shop	1900	—
Brigandine	50	0	Shop	2500	—
Judo Outfit	60	0	Shop	4000	AT Strength +1, Cancels: Dead
Power Sleeve	70	0	Shop	7000	AT Strength +2
Earth Clothes	85	10	Shop	10000	Absorbs: Earth; Strengthens: Earth
Secret Clothes	20	0	Battle 60	—	Adds: Invisible, Speed +1
Black Costume	100	0	Shop	12000	Cancels: Stop
Rubber Conscious	150	30	Poach: Hydra	48000	Cancels: Lightning

Gauntlets

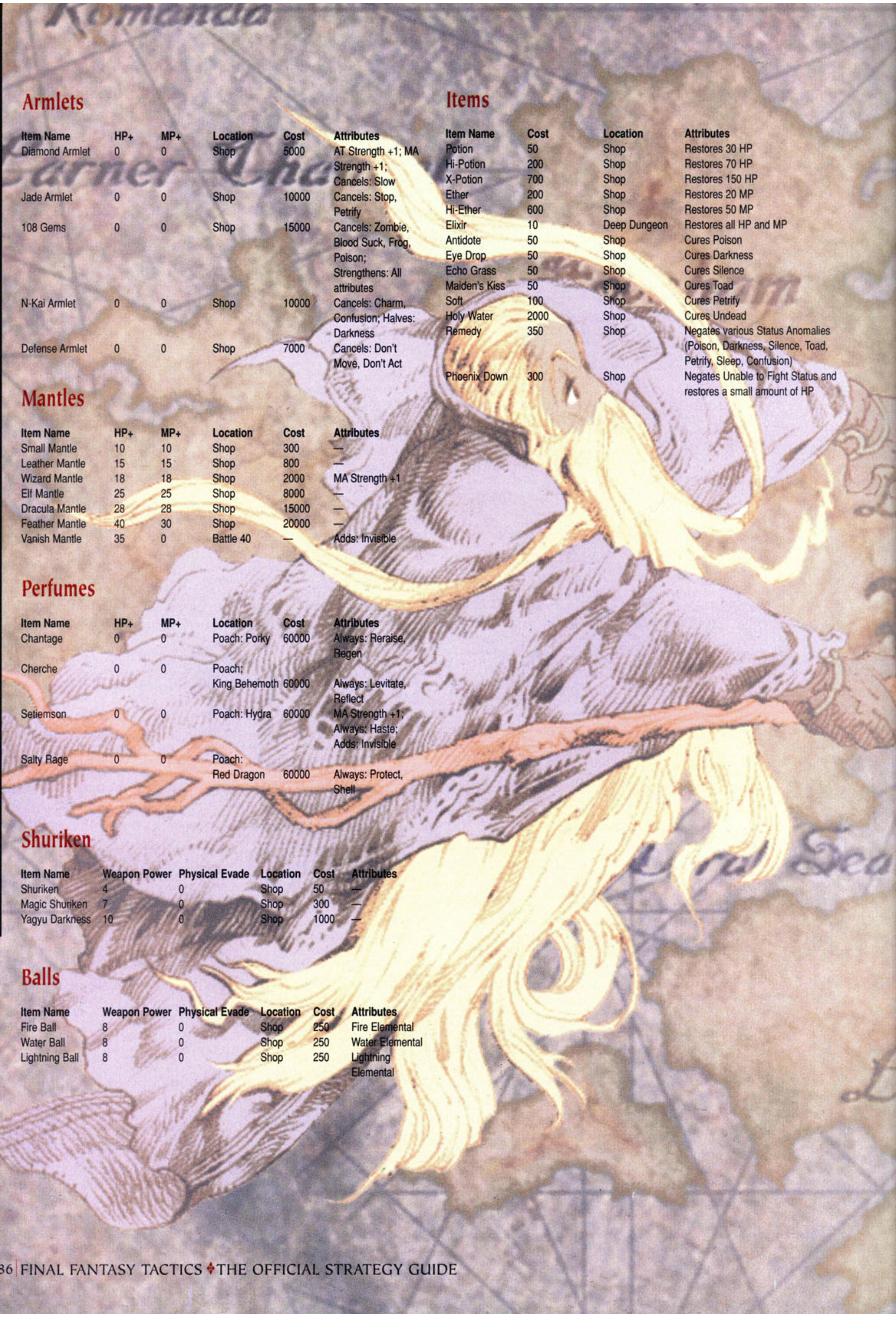
Item Name	HP+	MP+	Location	Cost	Attributes
Power Wrist	0	0	Shop	5000	AT Strength +1
Genji Gauntlet	0	0	Steal: Elmdor	10	AT Strength +2; MA Strength +2
Magic Gauntlet	0	0	Shop	20000	MA Strength +2
Bracer	0	0	Shop	50000	AT Strength +3

Shoes

Item Name	HP+	MP+	Location	Cost	Attributes
Battle Boots	0	0	Shop	1000	Move +1
Spike Shoes	0	0	Shop	1200	Jump +1
Germinas Boots	0	0	Shop	5000	Move +1; Jump +1
Rubber Shoes	0	0	Shop	1500	Cancels: Lightning, Don't Move
Feather Boots	0	0	Shop	2500	Always: Levitate
Sprint Shoes	0	0	Shop	7000	Speed +1
Red Shoes	0	0	Shop	1000	MA Strength +1; Move +1

Rings

Item Name	HP+	MP+	Location	Cost	Attributes
Reflect Ring	0	0	Shop	10000	Always: Reflect
Defense Ring	0	0	Shop	5000	Cancels: Sleep, Death Sentence
Magic Ring	0	0	Shop	10000	Cancels: Silence, Berserk
Cursed Ring	0	10	Battle 60	0	Cancels: Invitation; AT Strength +1; MA Strength +1; Speed +1; Always: Undead
Angel Ring	0	0	Shop	20000	Cancels: Darkness, Dead; Always: Reraise



Armlets

Item Name	HP+	MP+	Location	Cost	Attributes
Diamond Armlet	0	0	Shop	5000	AT Strength +1; MA Strength +1; Cancels: Slow
Jade Armlet	0	0	Shop	10000	Cancels: Stop, Petrify
108 Gems	0	0	Shop	15000	Cancels: Zombie, Blood Suck, Frog, Poison; Strengthens: All attributes
N-Kai Armlet	0	0	Shop	10000	Cancels: Charm, Confusion; Halves: Darkness
Defense Armlet	0	0	Shop	7000	Cancels: Don't Move, Don't Act

Mantles

Item Name	HP+	MP+	Location	Cost	Attributes
Small Mantle	10	10	Shop	300	—
Leather Mantle	15	15	Shop	800	—
Wizard Mantle	18	18	Shop	2000	MA Strength +1
Elf Mantle	25	25	Shop	8000	—
Dracula Mantle	28	28	Shop	15000	—
Feather Mantle	40	30	Shop	20000	—
Vanish Mantle	35	0	Battle 40	—	Adds: Invisible

Perfumes

Item Name	HP+	MP+	Location	Cost	Attributes
Chantage	0	0	Poach: Porky	60000	Always: Reraise, Regen
Cherche	0	0	Poach: King Behemoth	60000	Always: Levitate, Reflect
Setiemson	0	0	Poach: Hydra	60000	MA Strength +1; Always: Haste; Adds: Invisible
Salty Rage	0	0	Poach: Red Dragon	60000	Always: Protect, Shell

Shuriken

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Shuriken	4	0	Shop	50	—
Magic Shuriken	7	0	Shop	300	—
Yagyu Darkness	10	0	Shop	1000	—

Balls

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Fire Ball	8	0	Shop	250	Fire Elemental
Water Ball	8	0	Shop	250	Water Elemental
Lightning Ball	8	0	Shop	250	Lightning Elemental

Items

Item Name	Cost	Location	Attributes
Potion	50	Shop	Restores 30 HP
Hi-Potion	200	Shop	Restores 70 HP
X-Potion	700	Shop	Restores 150 HP
Ether	200	Shop	Restores 20 MP
Hi-Ether	600	Shop	Restores 50 MP
Elixir	10	Deep Dungeon	Restores all HP and MP
Antidote	50	Shop	Cures Poison
Eye Drop	50	Shop	Cures Darkness
Echo Grass	50	Shop	Cures Silence
Maiden's Kiss	50	Shop	Cures Toad
Soft	100	Shop	Cures Petrify
Holy Water	2000	Shop	Cures Undead
Remedy	350	Shop	Negates various Status Anomalies (Poison, Darkness, Silence, Toad, Petrify, Sleep, Confusion)
Phoenix Down	300	Shop	Negates Unable to Fight Status and restores a small amount of HP

APPENDIX C

Propositions and Treasure Data

Propositions

At the beginning of Chapter Two, you can walk into any bar in Ivalice and pick up job propositions. These propositions will vary in content and monetary requirements almost as much as in their rewards. The following tables list these propositions, by town, in the order they appear. Some propositions won't show up until after you reach certain Adventurer/Treasure Hunter levels, so don't be surprised if you don't see some of these until much later in the game.

The table also reveals the recommended Job Class for each task, and the type of reward you can expect if you complete the mission successfully. The recommended Job Classes are hinted at subtly in the descriptions of each proposition; sending someone along who meets the recommendation increases your chances of a larger cash reward and greater JP bonuses.

Igros Castle

Proposition Title	Cost	Recommended Job Class	Reward
Girl at Gulg Volcano	3100	Knight	Treasure
Sad Traveling Artist	50	Mediator	Gil
Traveling Artist Mameko	0	Dancer	Gil
Ringing of the Bell	2000	Wizard	Treasure
Legendary Monster	1000	Priest	Gil
Sullen Experiment	1100	—	Gil
Legendary Traces	200	Archer	Unexplored Land
Thief Zero Reborn!	5000	Knight	Treasure

Gariland Magic City

Proposition Title	Cost	Recommended Job Class	Reward
Testimony of an Ex-Miner	600	—	Gil
Orders of the Coast Guard	3050	—	Gil
Stolen Ancient Writings	11000	—	Gil
Master Math	50	Calculator	Gil
Win the Magic Contest	0	Summoner	Treasure

Dorter Trade City

Proposition Title	Cost	Recommended Job Class	Reward
Trap of the Bandits	600	Summoner	Gil
Discovery Race	0	—	Unexplored Land
Discovery Race 2	0	—	Unexplored Land
Discovery Race 3	0	—	Unexplored Land
Minimum's Melancholy 1	600	—	Treasure
Minimum's Melancholy 2	1000	Thief	Treasure
Minimum's Melancholy 3	600	—	Gil

Zaland Fort City

Proposition Title	Cost	Recommended Job Class	Reward
Salvage the Trade Ship	100	Geomancer	Gil
Zaland Embassy	6000	—	Treasure
Rolade Ore Company	1100	Samurai	Treasure
Deep in Sweegy Woods	1100	—	Unexplored Land
Shy Katedona	500	Mediator	Gil
Win the Zaland Fight!	0	Monk	Treasure

Lionel Castle

Proposition Title	Cost	Recommended Job Class	Reward
My Little Carrot	100	—	Gil
Trade Ship Douing	100	Bard	Gil
I Saw It	1050	—	Unexplored Land
Storm of Zigolis!	1100	Mediator	Unexplored Land
Protect the Little Life	1500	—	Treasure
Emissary of Lionel	4000	—	Treasure
Challenge of Zero	50	Knight	Treasure

Goug Machine City

Proposition Title	Cost	Recommended Job Class	Reward
Vacancy!	100	—	Gil
Heir of Mesa	10000	—	Gil
Machinist Contest	100	Chemist	Treasure
Salvage the Trade Ship	100	Knight	Treasure
Devil in the Dark	3050	—	Gil
Machinist Contest	0	Chemist	Gil

Warjilis Trade City

Proposition Title	Cost	Recommended Job Class	Reward
Destiny of the Company	1050	Geomancer	Gil
Concerns of a Merchant	2000	—	Unexplored Land
Wandering Gambler	15000	Monk	Gil
Mountain of Rain	600	Ninja	Unexplored Land
Within the Darkness	1500	Priest	Gil
True Romance	0	—	Treasure

Goland Coal City

Proposition Title	Cost	Recommended Job Class	Reward
Will of Elder Topa	8000	Knight	Gil
Miners Wanted	50	Monk	Gil
Miners Wanted 2	150	Monk	Treasure
Adventurer Ranzen	1100	—	Unexplored Land
Defeat Golden Gotsko!	1000	Thief	Gil
Terror of Assault Cave	1500	Wizard	Gil
Dream of a Miner	150	—	Gil

Lesalia Imperial Capital

Proposition Title	Cost	Recommended Job Class	Reward
Sunken Salvage Tour	3000	—	Treasure
Mine Excavation Tour	1000	—	Treasure
Discovery Tour	5000	—	Unexplored Land
If Wishes Come True	6000	—	Gil
Son, Pappal	3000	Lancer	Gil
Secret Door	3050	—	Gil
Thief Zero Returns!	500	Knight	Treasure

Yardow Fort City

Proposition Title	Cost	Recommended Job Class	Reward
Sailor Tour	5000	Monk	Gil
Envoy Ship Falcon	3500	Monk	Treasure
Good Workplace and Job!	0	—	Gil
Miner's Tour	1000	—	Gil
Miner's Tour 2	1000	—	Gil
Win the Yardow Fight!	0	Knight	Treasure

Riovanes Castle

Proposition Title	Cost	Recommended Job Class	Reward
Secret Society	600	Ninja	Gil
Fiar's Request	3000	—	Gil
Sea of Gredia Island	4000	Geomancer	Treasure
Stranded Trade Ship	0	Geomancer	Gil
Letter to Love	0	—	Treasure
The Greatest Plan	3050	—	Treasure
Hard Lecture	200	Wizard	Gil

Bervenia Free City

Proposition Title	Cost	Recommended Job Class	Reward
Hidden Trap at the Maze	8000	—	Treasure
One Activity	500	—	Treasure
Ruins at Bed Dessert	550	—	Unexplored Land
Adventurer Wanted	100	Squire	Unexplored Land
I Saw It! I Swear!	3050	—	Unexplored Land
Defeat Behemoth	500	Knight	Gil

Zeltennia Castle

Proposition Title	Cost	Recommended Job Class	Reward
Larnar Channel Waves	3100	Time Mage	Treasure
Mother	3050	—	Gil
Attractive Workplace	1000	Monk	Gil
Dream Child	3500	—	Gil
How Much is Life Worth?	550	Chemist	Treasure
Phantom Thief Zero	100	Knight	Treasure

Zarghidas Trade City

Proposition Title	Cost	Recommended Job Class	Reward
Cliff of Himuka	1500	—	Treasure
Ore of God	13000	—	Treasure
Death Canyon	13000	—	Gil
Defeat Whirlwind Karz	11000	Knight	Gil
Road of Beasts	10000	Geomancer	Gil
Memories	100	—	Gil

Limberry Castle

Proposition Title	Cost	Recommended Job Class	Reward
My Treasure	3050	—	Gil
Chocobo Restaurant	100	Monk	Treasure
Poeskas Lake Bottom	1500	Ninja	Unexplored Land
Ominous Dungeon	3000	—	Unexplored Land
Wandering Gambler	15000	Monk	Gil
Thief Zero's Last Stand	10000	Knight	Gil

NOTE

The amount of Gil you receive for completing a job successfully is randomly generated, as is the Treasure you receive or the Unexplored Land you find. A full list of all of the game's Treasures and Unexplored Lands follows.

Unexplored Lands:

The following secret areas are tributes to places that existed in earlier games in the Final Fantasy series, both in the U.S. and in Japan. Discovering one of these won't open up a new place on the map, but it will win you acclaim as an Adventurer!

Shrine of Chaos
Forbidden Land of Eureka
Pandemonium
Mirage Tower
Floating Castle
Matoya Cave
Crystal Tower
Magic Continent
Castle of Trials
Tower of Babel
Ronkan Ruins
Falgabird
Magic Train
Touzas Village
Chocobo Forest
Semite Falls

Treasures

Like the foregoing Unexplored Lands, many of the following Treasure items derive from previous Final Fantasy games. At the end of the list we include the Zodiac Stones you acquire as you complete various parts of *Final Fantasy Tactics*.

Treasure Items

Four Gods Set
Beetle Charm
Tobacco Pipe
Zeni-Sword
Black Cat
Malice Mask
Parade Helmet
Kid's Bread
Adult's Bread
Calcobrina
Yurgeivogue
Red Materia
Blue Materia
Black Materia
White Materia
Rat Tail
M-Fiction Novel
Diary of Nanai
Wyuvle
Book of Enavia
Magical Gun
M Machinegun
Magi-Sword
Minu Orb
Tarot of Ben
Parasite Tree
Longibunne Spear
Chocobo Cannon
St. Elmo's Fire
Germonik Scriptures

Zodiac Stones

Aries
Taurus
Gemini
Cancer
Leo
Virgo
Libra
Scorpio
Sagittarius
Capricorn
Aquarius
Pisces
Serpentarius

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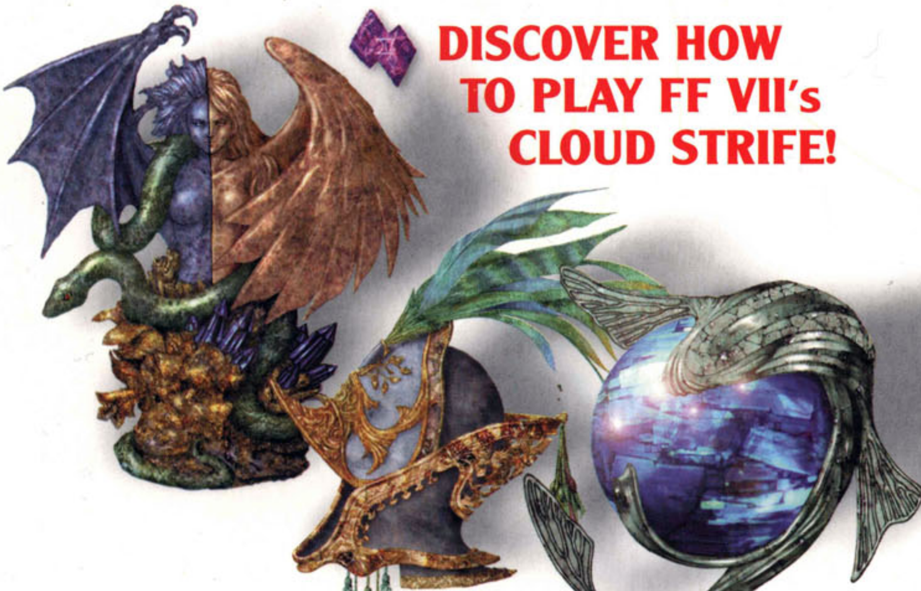

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